SECRETS

OF THE GAMES

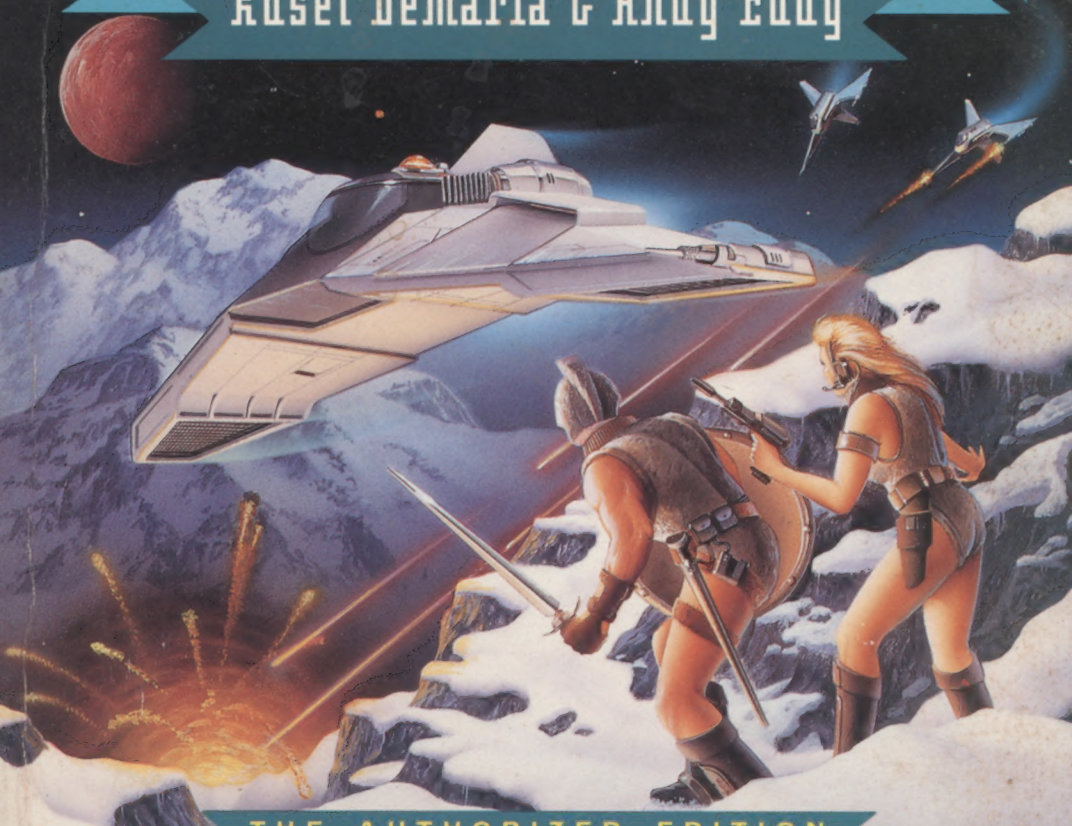
SERIES

TurboGrafx® 16

and TurboExpress™

SECRETS

Rusel DeMaria & Andy Eddy



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TURBOGRAFX-16 and TURBOEXPRESS SECRETS

Rusel DeMaria
and
Andy Eddy

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Finally, there were many game players who helped put this project together. Chief among them was Donn Nauert. Donn is one of those exceptional players who can master just about any game. He currently works as an assistant editor for Video Games and Computer Entertainment Magazine, but he took some time off to help me with this project. He also helped develop the chapter called DeMaria's Guide to Games. Donn is in the Guinness Book of World Records for some of his video game accomplishments, he's a former editor with Electronic Gaming Monthly, and he's a former national video game champion. And, believe it or not, he was only the third person ever inducted into the Video Game Hall of Fame. I can't thank Donn enough for coming and helping out.

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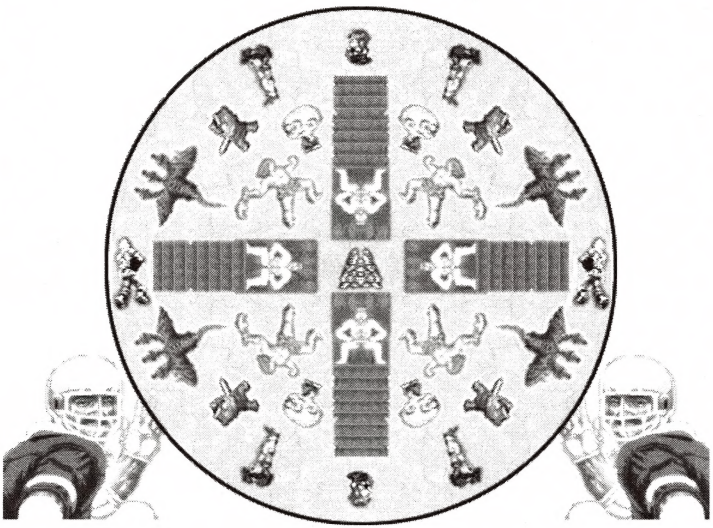

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INTRODUCTION

In this book, you get information about games for two of the best systems around—the TurboGrafx-16 and the TurboExpress handheld game system. All the games we've looked at in this book work equally well on both systems. The only exception is Monster Lair, which is a CD game and will only work with the CD player available with the TurboGrafx-16 system.

This book, TurboGrafx-16 and TurboExpress Secrets, is meant to get you farther than you've ever gotten in the games you love to play. By combining detailed descriptions with lots of graphics, this book not only tells you what to do, but often shows you, too. Like all books in the Secrets of the Games series, TurboGrafx-16 and TurboExpress Secrets goes an extra step for you. In fact, you can read this book in three ways:

1. Use this book as a guide to games you don't yet own. What kind of game is it? Does it sound like fun? Learn about the games before you buy them.

2. Use this book as a strategy guide. How can you play this game successfully? Check the General Strategies section of each chapter for the most successful techniques and ideas. Then check the level-by-level, step-by-step strategy session in which you'll learn exactly how to go from the start to the finish of each game.

3. Find the ultimate secrets for each game. Did you know you can have lots of extra lives? Or maybe you just can't figure out how to beat one of the really hard bosses. Is that puzzle just a little too mind-bending? Look in The Secrets section of each game. Whenever we can, we reveal the deepest, darkest secret tips, strategies for succeeding against all odds. We put this information in The Secrets section because we want you to have the opportunity to try it on your own. Go to The Secrets after you've really enjoyed your games and want to know more, or when you get really stuck.

Sometimes you have to press a sequence of buttons to perform a secret move. When we give you these sequences, we abbreviate throughout the book. Here's how to understand the

abbreviations: U = Up, D = Down, L = Left, R = Right, I = Button I, and II = Button II. So U D L R I II would stand for Up, Down, Left, Right, Button I, and Button II pressed in sequence.

At the beginning of the book is a special chapter devoted to people who want to be the best game players around. Called DeMaria's Guide to Games, this chapter looks at strategies that apply to all games. You'll learn the strategies and techniques developed over years of playing. Many of these strategies came from other expert players over the years—game counselors and game designers. In particular, I had lots of help from Donn Nauert, one-time national champion video gamer. Donn helped me put together the section on action and arcade games.

For parents, we've provided a short chapter to help them understand why we all love video games so much, and how they can enjoy, or at least live comfortably with, our mysterious obsession with these games. Any parents who are concerned about video games in their homes should read A Parents' Guide to Video Games at the end of the book.

I'd like to end with a personal statement. Video games are often violent in content. That's OK. They're games. Enjoy the games, but please remember what's important:

Respect the Earth.
Respect all Life.

—RDM

CHAPTER 1

DeMaria's Guide to Games

by Rusel DeMaria and Donn Nauert

Playing games is hard work. That's right. It might be lots of fun, but it's also hard work. You can spend hours, days... even weeks on some games. You'll get completely caught up in mastering the story, or in developing a character in a role playing game (RPG). Or you may want to test your reflexes in a fast-paced arcade game. Whatever kind of game you're into, you'll play best if you play smart. In this chapter, I offer some guidelines for playing smart.

A GAME BY ANY OTHER NAME

Not all games are alike. Some require the reflexes of a lightning bolt. Raw speed and joystick agility are primary skills you need in those games. You also have to recognize patterns and be able to make fast adjustments. These games are called arcade games.

Other games require a patient approach to puzzle solving. Such games are made up of a series of situations with one or more solutions. These games are called adventure games.

Another type of game features puzzle solving and character building. In them, part of the fun of the game is to watch your characters grow in strength and ability. These are role playing games or RPGs.

Still other games combine puzzle solving with fast action. Usually the action isn't quite as intense as in a pure arcade game, nor are the puzzles so perplexing. There's just enough of both to allow the joystick jockeys to have fun while the deep thinkers get to exercise their gray matter, too. Such games are called action adventure or action role-playing games.

There are some basic (and obvious) differences between arcade games and adventure or RPGs. Therefore, I've divided my game guidelines into two sections.

RPGS AND ADVENTURE GAMES

First, you need to know the difference between an RPG and an adventure game. Adventure games are games of exploration, where you have to solve puzzles along the way. Your character, however, doesn't change much (if at all) during the game. He is more or less the same at the end as he was at the beginning. If he does change, it is as the direct result of the plot of the game. In other words, if your character changes from a mild-mannered librarian to Super Danger-Man, he did so because you solved a puzzle or a series of puzzles to get him to that point in the story. Adventure games tend to have more difficult puzzles to solve than RPGs, often involving some real twisty logic.

In contrast, role-playing games are games of exploration, puzzle solving, AND character building. It is the change in your character(s) that makes the difference. That's why they're called role-playing games. You actually become the characters you control. They always start out weak and defenseless. In time, as they gain experience and money, they become stronger and better equipped. Part of the fun of an RPG is to watch your characters grow in strength and ability until they

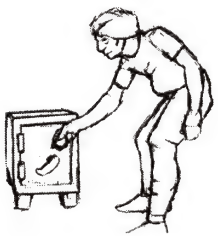
are the mighty warriors that you always hoped they'd be. On the other hand, in most RPGs, by the time they reach that stage, their enemies are colossal beings of supernatural power—nearly indestructible. One way or the other, things keep even in RPGs. If you're good, you keep a step or two ahead of the game, that's all.

Just as the plot determines how a character changes (if at all) in an adventure game, characters

in RPGs develop as a direct result of their encounters with various enemies. In RPGs, characters gain experience, just like real people, and as they gain that experience they become better at what they do.

In most adventure games and RPGs, quick reflexes are secondary to planning and deep thinking. Most RPGs and adventure games take a long time to complete. So you'll want to keep notes on the clues you obtain. Also, in many such games, you'll want to create maps.

In role playing games, the keys to remember are patience and caution. Don't take chances without being able to recover from disaster.



Rule # 1: Save Often—I can't state this rule emphatically enough. Save your game—if you can, that is. Some games can't be saved. But many can, whether on a battery backup or by writing down a password. If you have such a game, always save or get a password at each new milestone. Got a new super-duper laser beam whirling sword? Or maybe your character just learned the Squish 'em spell. Don't take a chance and lose it. Save your game or your password often.

Rule #2: Be Prepared—Yes, a good role-player is like a good Boy Scout. Be sure you have what you need. Don't just barge into the next dungeon without a torch (or other light source). Don't head into a nest of dragons without some powerful weapons.

In RPGs, you'll find that an ounce of preparation is worth a pounding headache... no, it avoids a pounding. That's right. If you spend some time building and equipping your characters at the start, you'll be rewarded later. It's tedious, yes. It's time consuming, definitely. But it's worth it. Spend time in the wimpy dungeons and the easy areas, never straying far from home base. Build up experience points and head for safety whenever you get a little low. Follow Rule # 1 very attentively, or you could lose several hours work in one mighty blow from the Giant Dog Spirit you never saw before or the Orc Magi that suddenly appeared out of nowhere.

Rule # 3: Make Maps and Take Notes—You're probably really smart, so you don't really need to do this. But humor me. You'll find that something said way back at the beginning of the game

suddenly makes sense a week later. But who said it? What exactly was that clue?

And don't tell me you can find your way through an eight-level maze with twists and turns and invisible doors everywhere you look. OK. So you can. Can you also remember where those poison traps and invisible pits are lurking? After you've almost made it a few times, but died just short of the entrance, you'll probably conclude that making maps is worth the effort. So get some graph paper (about a 1/4 inch grid or so) and fill in the walls, doors, traps, clues, and other points of interest.

When making maps, move slowly and cautiously. Mark each step and turn as you go. That way, even if some Evil Pegasus drops an anvil on your head, you'll be able to come back to the same spot quickly the next time. Be careful. Count your steps and be sure to keep the map oriented properly so you don't go drawing a hallway out into space.

Watch out for hidden doors, one-way doors, wrap-around mazes (which start on one side and continue on the other side of the maze), teleportation traps (which send you to another place without warning), and any other landmarks. Use spells or items that can show you where you are. Label all stairs or ladders and other special places. Write down any clues you obtain.

Finally, save your maps! You never know when you might want to relive some of the excitement, or come back to a game after several weeks, months, or even years. I save all my maps.

Rule #4: Read the Manual—OK. This one should have been earlier, but no one really wants to read the manual. You should, though. Especially in RPGs and adventure games, you'll find lots of important clues and instructions, not to mention a list of magic spells and other indispensable tidbits of essential information.

In addition to my basic rules for playing adventure and role playing games, here's another tip that might help:

Use It Where You Find It (but save first). When you find a new item in a game, it's often there for a reason. Try using it. If you find a magic lamp, try rubbing it. If you find a glittering golden harp, maybe it wants its strings stroked. However, the corollary to this suggestion is to save the game first. That way if the genie in the lamp is in a bad mood and decides to turn you into a two-headed chicken, you'll be able to recover. Remember, programmers and game designers love bizarre twists. Don't try anything new unless you save first. If you can't save, don't do it (or hold your breath and hope for the best).

ARCADE AND ACTION GAMES

Arcade action games usually feature a fast pace and a whole lot of shooting, punching, kicking, and/or jumping. Here are some guidelines to more successful arcade gaming.

Watch patterns. In most games, each level or screen behaves exactly the same way each time you come to it. At first it might seem completely overwhelming, but if you observe how things move, you can often find a simple way to succeed. For really difficult places in a game, have a friend watch you play. He or she might see something you didn't. Or tape record your game. Sometimes you'll miss something in the heat of battle that you'll see with a cooler eye.

Practice each level until you know everything it does. In most games, you'll have to master the early levels to get to the later ones. Just keep practicing and eventually the early part of the game, which used to be hard, will be a breeze.

Good players practice a game again and again. In time you become familiar with the patterns that occur. You'll recognize patterns quicker and react more quickly to attacks.

Don't take unnecessary chances if you're playing to win. There are those games, especially the "shooters," where you might see a chance to get a special bonus item or extra man or something, but the way to it is dangerous. Your split-second decision will often be to go for it, even though you know it is foolhardy. That's a good way to lose one of your men (ships, lives, or

whatever). Use some caution when it comes to such situations and let a few of the hard-to-get items pass on by. There will be other opportunities and you'll survive to see the end of the game if you are a little careful.

Watch the whole screen. Be aware of what is happening on other parts of the screen. Most action games are busy and fast. Lots of stuff is going on all over the screen. If you get tunnel vision and concentrate only on the guy you're about to destroy, you may get caught by a bullet (fist, rocket, boulder, laser beam) in the back (side, top, or bottom). The whole screen is usually full of danger. Don't lose sight of it.

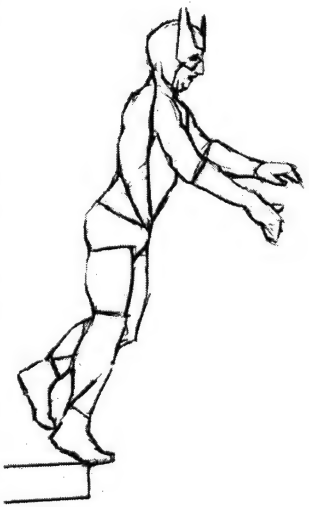
If you're playing for high scores, look for places you can get lots of easy points. Sometimes this becomes academic. If you find a place where you can tape the fire button down on Turbo and go to sleep, it's not really playing, though it may impress your friends. On the other hand, there are legitimate opportunities to gain lots of points if you figure out a clever strategy. You can build up points, but, more importantly, you can often build up extra lives if you find such places. Watch the patterns to see if you can stay in a relatively safe place and continue to destroy an endless stream of enemies.

Try different methods to defeat the hard enemies. If you come across a creature that seems to be too difficult, try getting as close as possible to him and striking. If that doesn't work, look for patterns. Shoot in various parts of him, or look for a place where he's vulnerable. Also try different weapons, because some may be more effective than others.

Some enemies can't be damaged until they open their eye, mouth, arms, or other body part. Or they may lower their shields when they strike. Watch for that moment of vulnerability and strike quickly. Usually you'll find a pattern of movement that puts you in the right position to strike quickly without being hit. You'll know you hit the enemy because he'll either die or at least he'll flash to indicate that he's been hit. Also, some sound effects in the game can tip you off. A pinging sound often means you haven't done any damage. The sounds of success vary a lot, though. You'll figure it out.

Test your character's limits. Find out how far and how high your character can jump. Walk to the edge of platforms. Does your character fall off as soon as he reaches the edge, or can he walk

almost all the way off a ledge and just stand there holding on with his toes? Each game is different. Learn how this one works.



Pull backwards to stop sliding. Many characters in action adventure type games slide when you stop them. For instance, when they're running forward and you want them to stop, they keep going a little. This is especially frustrating when you're trying to jump onto a narrow platform. The character will slide right off if you can't stop him in time. The trick is to reverse direction while the character is still in the air. That way, you can control the sliding when he lands.

Face the opposite direction for tricky jumps. Some jumps are hard to make because your character tends to overshoot the mark. Sometimes, if you start out by facing in the opposite direction, then turn and jump, you'll be able to hit the jump exactly. Try it if you are going too far in a jumping situation.

Use the manual. For action games, you can often play without ever cracking open the manual, but if something doesn't make sense, check out the documentation. Often you'll have missed some super move or other detail if you don't read about it in the manual. Take a moment between battles to check it out.

Take breaks when you're tired. Sometimes your reflexes slow down. If you find yourself making a lot of dopey mistakes, and you know you're better than that, take a deep breath and go out and shoot some hoops or rest, or run a couple of miles. Anything to change your focus. Some exercise doesn't hurt. Video games only exercise your eyes and your fingers. The rest of you is important, and you'll play better if you're in shape.

Choose the controller that works best for you. If you're playing a 'shooter' you may prefer a joystick type controller. The best

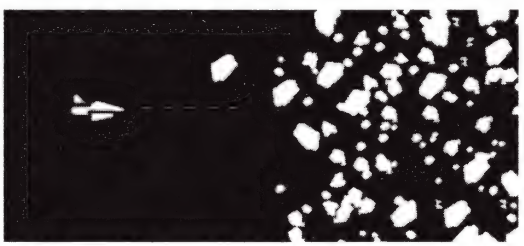
players prefer pads for some games and joysticks for others. Experiment if you can.

Get used to the skills needed in the game. To master many games, you'll have to have very fine control over your character. Get used to using your pad or joystick as a fine instrument. Try to learn to move your character in very small amounts. Also practice the longest and shortest jumps. If you can control your character in the air, after he jumps, practice that, too.

Practice any other moves—attacks and defense—that your character can use. Get to know how the controller works and how the character responds. If you practice your moves early, you'll find it easier later on.

Even if you get killed, don't give up. You never know. Keep on going. This may be the time you'll succeed. At least the additional practice will help you later. To master a difficult game, you'll need to know each level as well as possible.

Make a safe zone. In scrolling games, lay down a fire pattern that opens a lane of safety.



In some games, you don't have to destroy every enemy. If you can safely pass a difficult level by concentrating on one side or another, that may be the best policy.

Figure out who's important. In some games, you'll need to take care of specific enemies to help you get through. That means, identify the first priority enemies and take them out. Then you can concentrate on any stragglers. Sometimes you need to get to the most dangerous enemy first. Other times, you want to clear the screen of all nuisance enemies to make it easier to beat the more dangerous ones. Try different strategies to find out.

Save or get passwords whenever possible. Some games let you save or get a password for a level. Write down passwords or save the game as frequently as you can. You'll make it to the end much quicker that way, and with less frustration.

CHAPTER 2

Blazing Lazers

Distributor: NEC
Game Type: Arcade Action

WHAT'S GOING ON?

Aliens just don't seem to care for Earth. It seems like they're always trying to invade us or destroy us! This time, the aliens are the evil Dark Squadron. They're armed with eight Super Weapons and want to use our planet for target practice. But you're armed with the Gunhed Star Fighter—80 tons of the most powerful weaponry in the universe. Can you pilot your Fighter through the Squadron's defenses and destroy it?

WHO ARE YOU?

Just your average Gunhed pilot. You're armed and dangerous, you've got an itchy trigger finger, and you hate nothing more than the Dark Squadron!

PLAYERS

Get real. There's only so much room in the Gunhed. There ARE 80 tons of weapons in there! So it's a one-player game.

SCORING

Score points by destroying the Dark Squadron's forces. The points vary depending on the size and power of the enemy (of which you'll find no shortage).

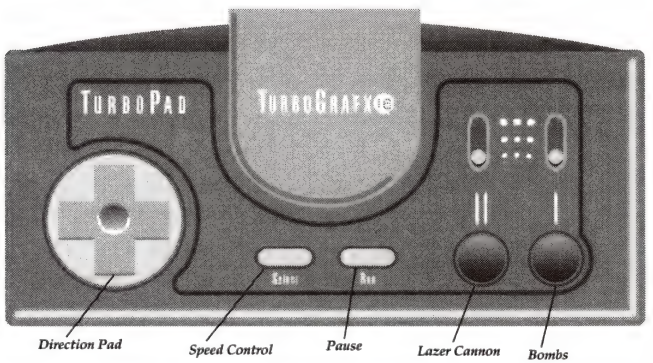
LIVES AND HOW TO LOSE THEM

You start with three Gunheds and three cluster bombs. The Gunhed can have a variety of weapons and power levels. If the Gunhed is at its lowest power level, and is hit by an enemy ship or weapon, it's 80 tons of scrap metal! You can win extra Gunheds by scoring lots of points. You'll receive an extra Gunhed at 50,000 points, and more as your score increases.

CONTINUES

You get four continues. If you lose all your lives, you may continue from the start of the last level you reached. There are nine levels in all.

CONTROLS



WEAPONS

Weapons are in the form of Gels left behind when enemies are destroyed. There are three types of Gels: Lazer Cannon, Power-Ups, and Purple Gels. The Lazer Cannon and Power-Up Gels will have letters on them denoting their type.

There are four different types of Lazer Cannon, and four addtional power-up Weapons. You'll probably have your own favorites. Choose from these fine Lazer Weapons.

The **Photon Blaster** (labeled I on the screen) is a basic lazer-stream. When powered up, it will fire in five directions at once!

The **Power Wave** (II) is a large lazer-beam that covers a wide area. When powered up, it will destroy almost anything in front of you.

Field Thunder (III) is a lazer-stream that's positively electric! When powered up, it will cover a massive area in front of you.

Ring Blaster (IV) doesn't add any power to your lazer, but causes spheres to rotate around the ship, destroying enemies and their shots. When powered up, the spheres increase in number and rotate faster.

Here are the Power-Ups. Again, you'll probably prefer one to another. Some players like the Shields while others like the Missiles or the Multi-Bodies.

Homing Missile (H) sends out guided missiles that will lock on and hit major targets on the screen. Depending on your Lazer Cannon, you may launch four or eight of these every time you fire.

Shield (S) augments your Gunhed's own shield and makes it harder for the enemy to hit the ship.

Multi-Body (M) puts a small pod around your Gunhed that will follow your actions and fire with the Lazer Cannon you're armed with. You can have up to two Multi-Bodies.

Full Fire (F) strengthens the power of your Lazer Cannon.

Purple Gels, when collected, power up the strength of your Lazer Cannon. There are six levels of power. To reach Level One, all you have to do is collect a single Purple Gel. But as your power increases, you'll need to grab more gels to get stronger. Here is a chart showing the number of Gels needed for each level.

Level 0 to Level 1—1 Gel
Level 1 to Level 2—2 Gels
Level 2 to Level 3—4 Gels
Level 3 to Level 4—8 Gels
Level 4 to Level 5—12 Gels
Level 5 to Level 6—16 Gels

Sometimes, Cannon and Power-Up Gels will stay on the screen if they're not collected and begin to cycle between the different

types. They might also turn into a flashing Gel. If you grab this flashing Gel, all the enemies on the screen are destroyed.

Finally, **Cluster Bombs** create a huge explosion on the screen, and can often weaken or destroy a Boss. You gain additional Bombs by collecting Gels. You can have a maximum of 16 Bombs at one time.

SPECIAL ITEMS

The weapons are the special items in this game.

FRIENDS

Gunhed pilots are too busy to meet people.

ENEMIES

The Dark Squadron is one big assortment of nasties. Most of them are fairly easy to get rid of, but the Bosses are very tough!

The **Bungo Box** attacks in a formation of several Boxes. If you destroy every Box, you often can get a Gel.
C-4 should be D-stroyed as soon as possible. They usually release Power-Up Gels.
The **Harrier** spins around, almost like Mister Twister, but he's a little more unpredictable.
The **Lazer Nest** is an emplacement that fires at you no matter where you are on the screen. Take it out fast.
The **Mind Blower** looks like a giant brain. Some Mind Blowers explode into smaller Mind Blowers!
Mister Twister is a fairly harmless missile that zooms down the screen.
The **Shrapnoid** is an asteroid-like ship that explodes into smaller fragments that must also be shot.
The **Viper** is a V-wing ship that will creep onto the screen, soar at you, and come back at you if it misses.
TriClops is composed of three pieces that must be destroyed individually.
The **Gatling Gun** is a giant lazer-cannon that fires long lazer bursts at you. Watch out!
Big Borg is a robot that expands itself to shoot at you—and this is when you must shoot it!
Tarax the Great isn't that great—he's just an ugly spider-thing that shoots bugs at you. The more you hurt him, the more bugs he spews forth!

The **Space Prowler** is a huge creature with parasites growing on it that must be shot. But shoot them all and he comes at you again!
Demon Rock is a rock that cracks open to reveal a two-headed dragon inside!
The **Space Parasite** is the internal organs of an alien (ick!) which use a metallic rib cage as a shield as they fire at you.
Battle Tank is a huge armored vehicle that is only vulnerable when it's firing at you.
Skulldor is a huge skull that, if damaged enough, blows up to reveal its true self!
Space Siren is a very nice-looking person. But unfortunately she's out to destroy you! Kill her and she turns into Master Computer!
Master Computer is a heavily-armored machine that must be destroyed to defeat the Dark Emperor within.
And the **Dark Emperor** is the leader of the entire Squadron!

STRATEGY SESSION

General Strategies

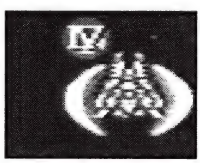
Blazing Lazers gives you lots of choices as to which weapon you want to use as you battle through the levels. However, there are certain points that cry out for a particular Cannon. We'll tell you what we recommend at certain points in the game, but if you want, use the weapon you like best.

Try to adjust the Speed Control to a level you find comfortable. We prefer to set it higher (three or four arrows), but others prefer to "deaden" the controls at first. It's also more of a challenge this way!

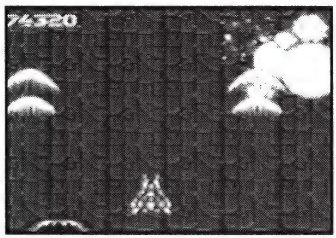
Don't stop moving! If you stay still for too long, you'll be hemmed in by enemy ships, bullets or both. Staying in the bottom third of the screen, moving slightly back and forth as you zap away, is a safe and sound strategy.

Area One.

At the beginning of this level, Harriers and Mister Twisters attack you. Purple Gels will be plentiful, and you'll see every type of Lazer Cannon. This Level is easy enough to be completed with any of the Cannons, although we like the Ring Blaster. When fully



Ring Blaster.

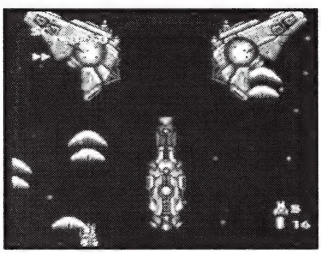


powered up, and combined with the Full Fire, it provides protection combined with huge spinning lazer-balls that wipe out a huge path in front of you.

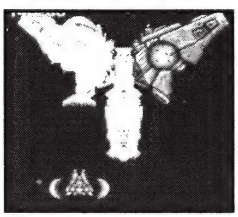
You won't come upon anything tricky until you reach a wave of Shrapnoids. A weapon with a wide range is helpful here; you should have your Cannon powered up to Level Three or Four. Remember to stay at the bottom to let your Cannon cover more of the screen.

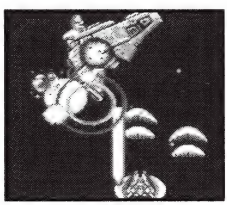
When you come to a trench with spikes along the sides, it's time to meet your first Boss. Actually, this isn't a Boss. It's a Lazer Nest. The first salvo it fires will destroy you if you're in the middle of the screen; move over to the side. Take out all the purple guns to destroy the Nest.

After you've destroyed the Nest, the screen starts to move again. Soon, you'll come to a series of large Cannons. Watch out for the Missiles they fire at you. If you don't shoot them, they will fly down to your position on the screen horizontally, and then fly towards you.



After the cannons, you'll be in space again. Now comes a real Boss—TriClops! His pieces will fly onto the screen and connect. Then they'll start to sway around the screen, firing at you. Each part has a weak spot—it's the purple area in the middle. Concentrate your fire on these areas, and explosions will soon follow! Destroy all three parts and you've cleared the first level!

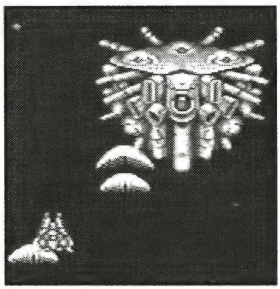




Area Two.

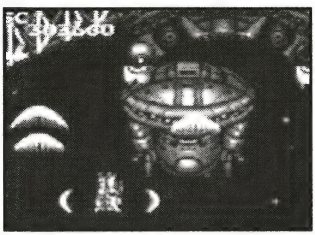
You start this level soaring over some girders. You'll come to some Lazers that can be deadly if you don't shoot them before they reach the bottom of the screen. Otherwise, they can shoot as you're right on top of them!

You'll see some Vipers at this point; they fire a lot of bullets, but can be destroyed fairly quickly. Don't get careless, though.



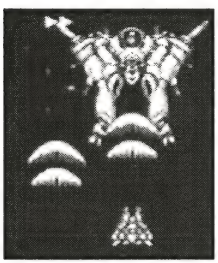
You'll come to a small patch of empty space; when you come back to the girder, watch out for the Cannons on its ends!

Eventually, you'll reach another apparently empty area of space. The Gatling Gun will slowly emerge from the top of the screen. When the Gun starts to move, stay to one side of it and open fire. You can hit any part of it and do damage. If you get in front of it, its Lazers will almost certainly nail you.

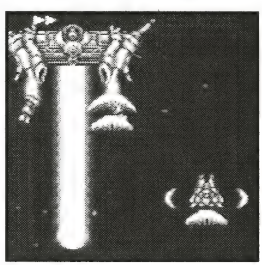


Right after the Gatling Gun comes a major surprise; part of the girder dislodges itself and attacks you! It's the ball-shaped part between the two Cannons. Get close and blast away! The rest of the ball-shapes on this level will do the same thing, so be ready.

After a while dealing with the ball-shaped enemies, you'll come to the Boss; Big Borg! He's normally impervious to harm; you can only damage him by shooting his uncovered midsection when he spread apart to fire at you. He'll also shoot small missiles at you; these can't be shot either. The way to avoid them is to move to one side of the screen; they will swerve to try to adjust to your movement and fly off the screen, never to be seen again.



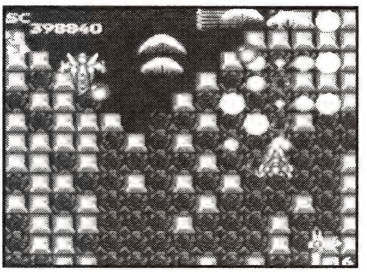
You have a few moments to shoot Borg's tummy before and after he fires his laser; watch him fire a few times to find out how long. Then start to work away on him, shooting when you can, and dodging the rest of the time. Borg will turn red when he's about to become scrap; keep shooting and he'll explode. You've freed another area!



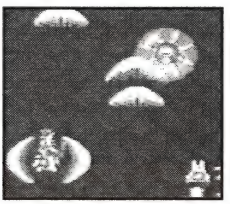
Area Three.

This area has targets and more targets; there are lots of metallic objects that boost your score. There will also be purple spheres among the shooting gallery; these reveal Purple Gels.

None of the enemies will give you trouble until you reach the spinning disks. These guys spin around and seem to shake your Lazers off with ease. They will give up the ghost, but you have to pour on the firepower. It might be in your best interest (which is survival) to avoid them instead.

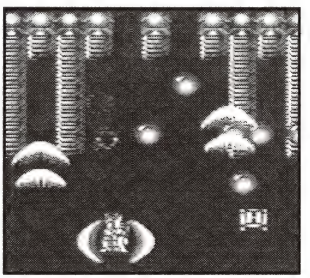


Shoot and collect the gels.

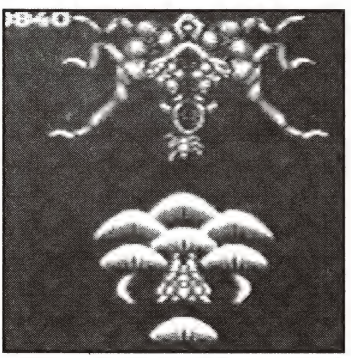


You'll soon come to pillars that expand off the ground, their tops firing Lazers at you. If you can destroy them, they'll pop out lots of Purple Gels. But don't get so caught up in grabbing the Gels that you fly right next to a pillar's Cannon and make its job easy.

The pillars will get pretty thick, and then you'll come to several fields of point-boosting objects. Then you'll reach two long green objects. The Boss is near!



Tarax's weak spot is his face. Shoot him there as he drops the spiders at you. With a sufficiently powered-up weapon, you'll knock out almost all of the spiders before they can get down to you; if they do sneak through, they shouldn't be much trouble to squash with a Lazer or two.



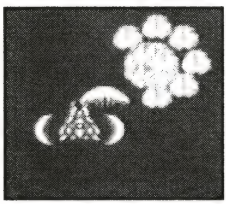
As you riddle Tarax with Lazers, the spiders will start to come faster as Tarax will start to panic and move more rapidly back and forth. Just keep lined up with him vertically, and he'll do his impression of a Fourth of July firecracker in no time.

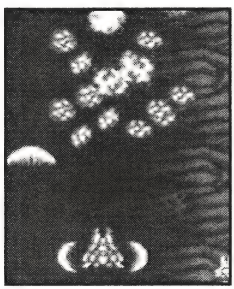
Area 4.

Waves of Rings will be flying from behind you at the start of the level. Stay centered and you'll shoot them flying in front of you. You'll also meet the Mind Blowers. They come in several colors,

but the ones that are the most trouble are the Grey and Green varieties. These ones, when they explode, blow up into swarms of smaller Mind Blowers! These are very difficult to dodge, so your weapon should be powered up fairly high.

You'll also see several grey pods appear around the edges of the screen. Move to the bottom of the screen and let them come to you; they'll move right into the Lazers. Ha! No problem. But there is a big problem soon after the grey pods; huge purple spinning pods that produce lots of small pods when they die. Stay at the bottom!

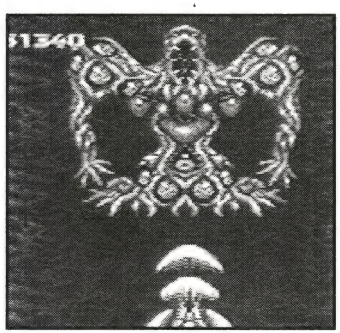




The screen will slow to a stop soon after these; there will be round things on the edges of the screen. What are they? In a few moments, you find out: pods that shoot eyeballs at you! Shoot the eyeballs, but more importantly shoot the pods while they're open. Get all eight of them and it's back into the heat of the action.

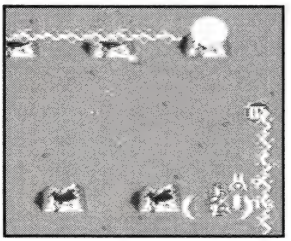
You'll fight (and hopefully beat) a few more waves of Rings, Mind Blowers and Eyeball Pods. Then you're on to battle the Boss: Space Prowler!

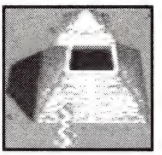
This Boss has got lots of green pods growing on him—and they shoot other pods at you! If you can take out all the pods, and then shoot him in the gut, Prowler seems to be taken out—or is he? Nope! Instead, he breaks off into a smaller form! Shoot him in the face (don't worry, it won't hurt his looks) until he blows up!



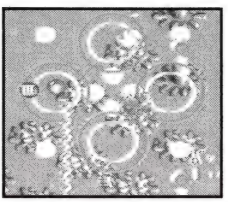
Area 5.

Starting at this Area, things get a lot tougher. There will always be lots of bullets to dodge and lots of enemies to shoot. The Ring Blaster becomes quite valuable for its defensive capabilities—it'll take out a lot of bullets that would have got you otherwise. Field Thunder is also pretty good since it will home in on the many pyramids and other enemies on screen.

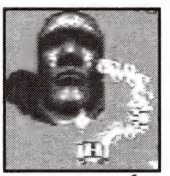




The large Pyramids will, if given enough time, split into two. The top of the Pyramid will fly at you, while the base fires Missiles at you! So try to destroy the Pyramids before they can split apart. The smaller Pyramids are basically guns that can be taken out easily. And the Rockpiles fire crescent Lazers at you.



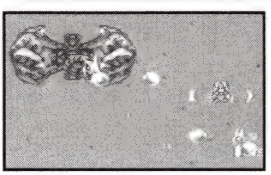
You won't get into too much trouble until the small Pyramids start to crowd the screen. Stay toward the bottom and let your weapon do its thing. You'll still need to do some dodging. And don't be shy to use a Cluster Bomb or three—that's what you have them for!

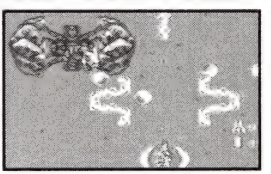


After the Pyramids come a bunch of Rockpiles. You'll need a Cluster Bomb to get through them. After them come a series of large Pyramids. But they're nothing compared to the next foe.

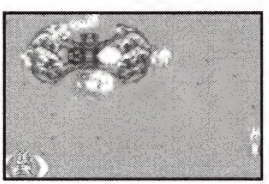
The Faces fire starburst Lazers at you—and they cover a lot of the screen. The sooner you get rid of them, the less of their Lazers you'll have to dodge. You'd also better be able to dodge very well. Staying toward the bottom of the screen, as always, helps a lot.

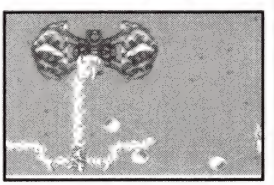
The Faces and Pyramids will come hot and heavy. A few more Cluster Bombs can and should be used to make your job easier. There's going to be lots of enemy fire on the screen, so concentrate on dodging.





Avoid the Demon Rock and its killer attack by moving clockwise or counter-clockwise as you continue to lay down a heavy barrage of fire from your Lazer Cannon.

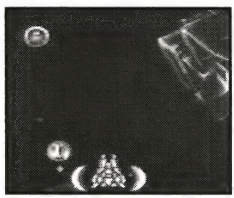




If you can make it through the baptism of fire, you'll find the Boss a pushover. The Demon Rock will split apart at intervals to reveal the dragon within. Stay slightly to one side and let the dragon have it. You shouldn't have any problem beating it—and advancing onward!

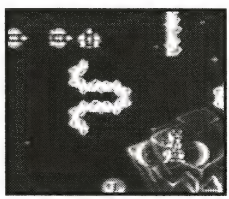
Area 6.

The Squadron gives you advance warning on this level. Glowing pods will appear on the screen to indicate where a wave of ships will appear. Then they appear! Adjust accordingly; you can often knock out an entire wave before it gets halfway across the screen. If they get past your Lazers, they will fly patterns around the edges of the screen; it's beneficial to stay a little closer to the middle of the screen on this level.

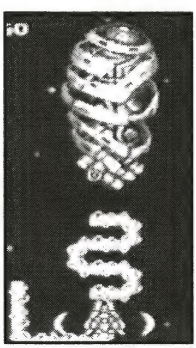


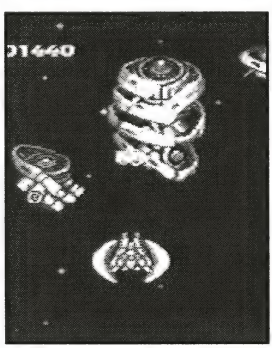
The Warning Pod shows where the Squadron will attack.

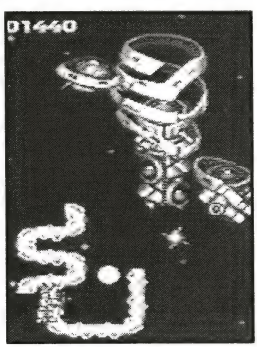
You'll be dealing with the ships and Shrapnoids for the entire level; surprisingly, this is much easier than Area 5. You shouldn't have any problem unless your Cannon is at a low level of power (and even then, you can still make it). You'll be at the Boss in no time.



The Space Parasite will split into three parts. The top and bottom thirds will sway back and forth, firing at you while the middle moves up and down within the rib cage. You'll probably take out the top and bottom first, since they're unprotected. The middle will be a bit tougher, but still shouldn't give you major worries. Go for it!

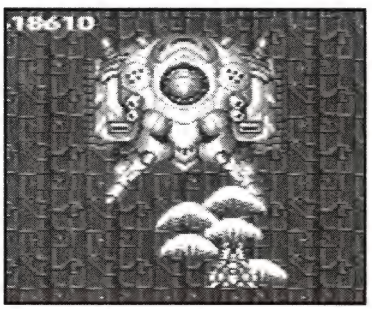


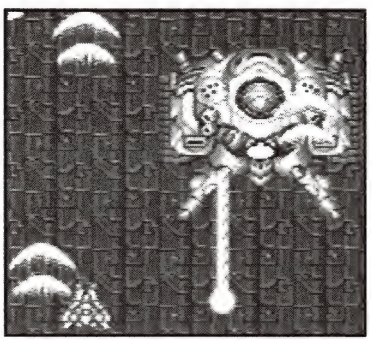


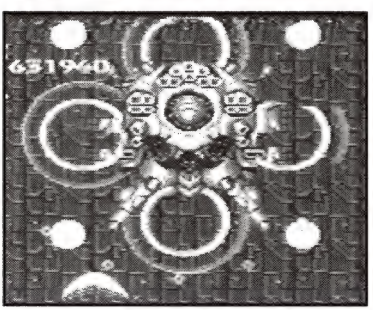


Area 7.

If this level gives you deja vu, it's probably because it looks an awful lot like Area 1. But your enemies are quite a bit tougher (darn). There's a new, round ship at the beginning of the level that's tough to kill; the Cannons fire Missiles at a faster rate; and there's a lot more lazer fire coming your way.







You'll come to a mid-level Lazer Nest; use the same strategy you did way back when you first encountered (and beat) it. The next major obstacle will be Cannons that rapidly fire bullets in a rainbow arc; get rid of these things fast, or you'll never make it past them.

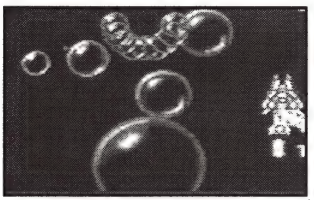
You'll pass some more Missile-launching Cannons, then stray into a field full of lazer-launching Cannons. A wide-ranging weapon is needed here. The next surprise are Tiles that rip themselves from the ground and tumble at you. They can be shot easily. After them comes another Lazer Nest; actually, two. Move to the right side of the screen to dodge their fire and return your own.

There will be lots more Cannons and Tiles ahead; they shouldn't be a problem. Soon after them, you'll come to the toughest Boss yet: Battle Tank!

Battle Tank's first weakness isn't revealed until he starts shooting at you; he'll open up three lazers in the middle of his frame to fire and then close them again. You'll have to get your shots in before he clams up. But staying to one side of him is still dangerous; he can (and will) fire bullets at just the right angle to get you. Be ready to move.

You'll find the Field Thunder is an effective weapon against the Battle Tank. However, you might want to soften him up with a few Cluster Bombs (when his gun bays are open works best). Once the lasers are gone, he'll start opening three guns on the top of his frame. Use the same strategy as with the lazers. Once they're destroyed, shoot the red core of the Tank. He's gone!

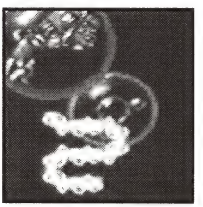
Area 8.



Don't get trapped.

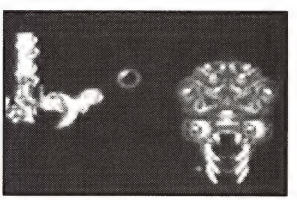
Bubbles are lots of trouble on this level. There are lots of different kinds. Some expand and deflate, some zigzag across the screen, and some do both. Rapid shooting is necessary, because these Bubbles will crowd the screen very easily with their size.

Most of the level is a barrage of Bubbles with the occasional Harrier. If you get trapped behind several Red Bubbles, use a Cluster Bomb to free yourself. The Field Thunder weapon works very well against the Bubbles.



Towards the end of the level, you'll come to Bubble streamers that will blow tons of Bubbles onto the screen. There will also be ugly green aliens enclosed in Bubbles. You have to shoot the Bubble first, and then the alien. Both of these obstacles deserve your foremost attention when they appear.

When you're attacked by a series of three spheres that float onto the screen and then explode in all directions, you're almost at the end of the line. Here comes Skulldor!



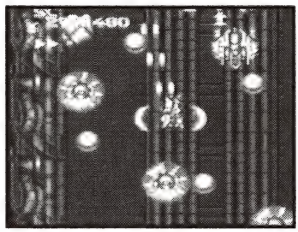
Skulldor comes in two shapes: ugly and even uglier. Eat hot Lazers, Skulldor!

Line yourself up with his ugly mug and fire away. He'll open his jaw to fire at you, but you should be able to shoot him and his bullets. Keep up the heavy pressure, and Skulldor will explode. But he's not dead yet—he's just uglier!

This Skulldor must be shot when its mouth is open. He'll swing back and forth, firing more bullets at you. Follow him at

the bottom and keep riddling him with Lazers. When he bursts apart, get ready for the final battle!

Area 9.



A huge wave of Bungo Boxes leads off the level; you'll be able to grab any Cannon you want from the Gels they'll leave behind. Might we recommend the Power Wave or Field Thunder?

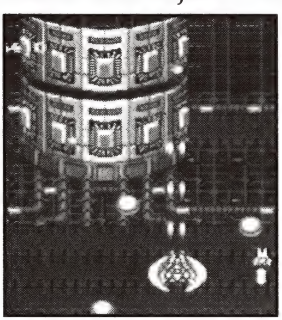
After this wave comes the first of several Bosses that have come back from the junkyard and want revenge! Big Borg flies onto the screen. Use the same technique you used to beat him the first time. Borg shouldn't be a problem. After him is a wave of Harriers.

The Gatling Gun is the next Boss. You know how to beat him! A small wave of enemies follows, then the Space Parasite crawls onto the screen from the bottom. Take care of business.

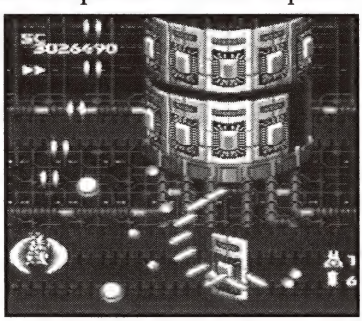
Another wave of ships attacks. This wave is particularly hard to pass; try hanging on one side of the screen and letting your shields block some Lazers. Or take the offensive and shoot all over the place. It's up to you! Blast through this wave and it's you vs. the Battle Tank. He might take a long while, depending on the Cannon you have.

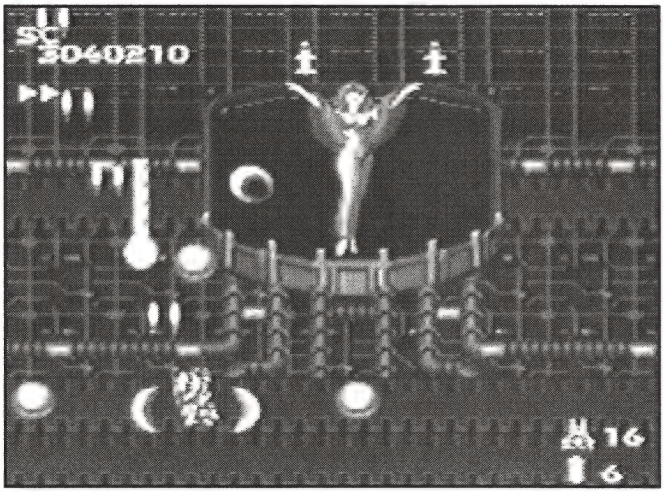
The next wave of ships is the toughest yet. They zoom onto the screen from the top and bottom, get to your level on the screen, and fly straight towards you. Incredible dodging techniques or a Ring Blaster will save you.

TriClops, the easiest Boss, is the final obstacle before the end! That's lucky for us! Beat him and battle through the wave of Harriers, Shrapnoids and spinning disks. You'll reach a large barrel-like object. This object has ten panels. Shoot a panel



Shoot the panels off to reveal the true enemy behind the scenes!





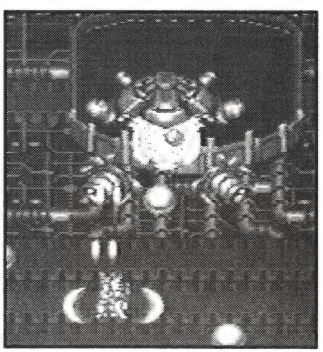
enough and it will come loose and fall towards you; shoot it enough as it's falling and it will blow up.

At this point, there's a technique (although it's VERY time-consuming) you can use to rack up as many points as you like - ten points at a time! See The Secrets for instructions. For now, let's just blow the thing up!

As you shoot each panel and it starts to tumble, try to stay under it and blow it up before it reaches the bottom of the screen. If it does, it will explode into Rings that can easily ruin your day. Start with the bottom panels and then hit the top ones.

If you destroy all the panels, the lovely Space Siren appears. But save your wolf whistles—flattery will get you nowhere! She'll immediately start shooting at you.

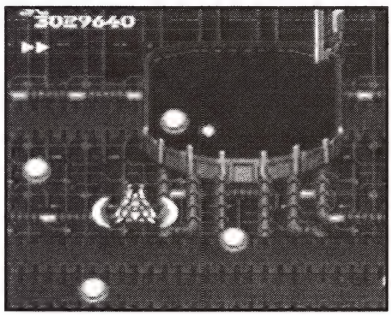
She uses several different attacks—Lazers and Missiles being the best. Stay under her, hitting her weapons at they come toward you, and constantly shooting her. She'll take a lot of punishment! When she starts to blink, you know the final transformation has begun. She will become the Master Computer!



This machine is only vulnerable when the two brackets on its bottom spread apart so that it can fire. Hit it when it opens. Can you defeat the Master Computer and save the world?

SHH... THE SECRETS

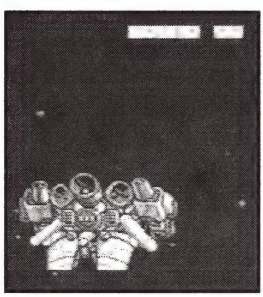
Blazing Lazers is full of tricks and secrets that add a lot to the game. Here are some that should keep you busy for a while.



How do I score an infinite number of points? You must have the Ring Blaster for this trick to work, and it must be powered up quite high. When you reach the panels on Area 9, destroy all but the panel on the upper-right. Now move to a position below and to the left of it. The Ring Blaster will take out the panel's Lazers, and you'll score ten points for each one it destroys. Now tape down the fire button on Turbo and go do the laundry or see a movie. Come back after a while... your score should be soaring!

There's another trick you can try. Remember TriClops, the Boss in Level 1? Maybe that's a long time ago, but if you can avoid TriClops for a while without shooting him, you can get a big reward—16 extra lives and 36 bombs. It's easier said than done, though.

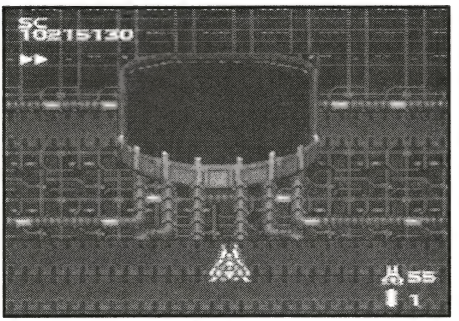
Want some extra continues? Press Select and Run at the title screen and hold them down until you see Area One come on the screen. You'll have 30 continues.



But it gets even better than that. There's also a Sound Test mode that does a lot more than test sounds! To enter the Sound Test, begin at the opening sequence. Now hold down Select while rapidly pressing Left and Right on the direction pad. When the Sound Test screen comes up, you can try different sounds, but for the real goodies, press I, then II, then press Select a bunch of times (maybe 25 or 30 times) until a graphic appears. The graphic varies. Sometimes it's a picture of two planets. Sometimes it's a robotic spaceship. Anyway, the picture signals

that you've entered the special Sound Test mode.

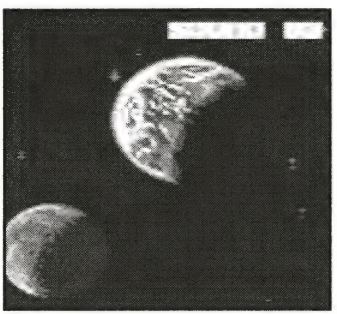
Select the sound you want by pressing Left and Right on the pad. Then press Run. Here are some of the good Sound Test numbers we've found. You may find some others.

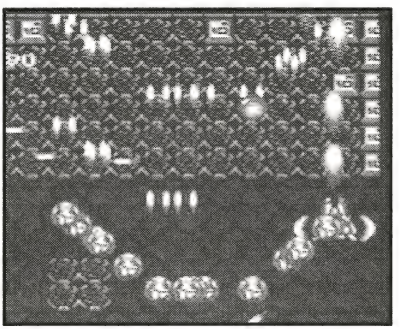


Get a 10,000,000 point bonus!

Select 00 through 09 to start on any level, including a special Level 0. There's a special trick when you select 09, hold down the I button while you press Run. Now you'll start out with 10 men and 10 bombs. If you can go from here to beat the Final Boss, you'll get 10,000,000 points! And you can start the game over with 50 extra men!!

Try Sound 83 for some fun. You'll play only a partial level, but toward the end, you'll have 15 Multi-Bodies! It's lots of fun.

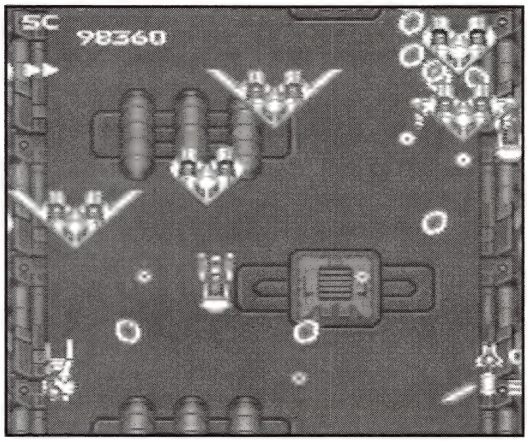




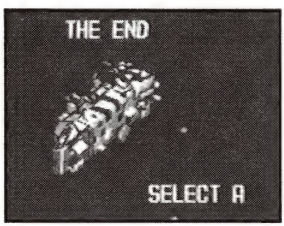
There are also several Sound Test numbers for extra continues and even for invincibility. Have some fun... Try any and all combinations of numbers and letters you can. Pressing different buttons may also help.

Try the extremes.

If Blazing Lazers isn't quite hard enough for you, try setting the difficulty. To do so, put both buttons on Turbo and hold down I, II, and Select during the Title



sequence. In a few moments you'll see the Hard Human selection. However, keep the buttons pressed for another five seconds (approximately). Now use the Select button to switch settings. You can choose among some very appealing choices: Normal Dog, Hard Human, Super Mania, and God of Game. Try God of Game at your own risk!! To play the game with the difficulty setting you've chosen, reset the game (Run then Select).



Finally, although we may never run out of Blazing Lazers phenomena, there's a mystery ending to this game (as if it didn't have enough going on). If you watch the titles roll after beating the game, you'll be surprised, and no doubt mystified, by the sudden appearance of the words "Select A" that appear on the screen. What's it mean? Perhaps only the Master Computer knows!

CHAPTER 3

Bloody Wolf

Distributor: NEC
Game Type: Arcade Action

WHAT'S GOING ON?

The President's been kidnaped! His plane crashed into the jungle of a hostile country, and the crazed General ruling the country has hidden him away in his huge fortress. There's only one hope for the President; the combat team Bloody Wolf.

You're the best member of this team; you've been chosen to rescue the President. You'll have to go it alone; stealth is the only way our leader will come out alive. Use all your skills to save him—and maybe you'll come out alive too!

WHO ARE YOU?

Whoever you want to be! You can choose between one of two different-looking soldiers, and you can enter your own name

with up to five letters. If you enter AAAAA as your name, the character will be automatically named SNAKE or EAGLE (depending on who it is).

PLAYERS

Only one Bloody Wolf can go in; any more attackers would rouse the General's suspicions and he would kill the President!

SCORING

You'll rack up the points as you eliminate the General's forces. This is easier said than done!

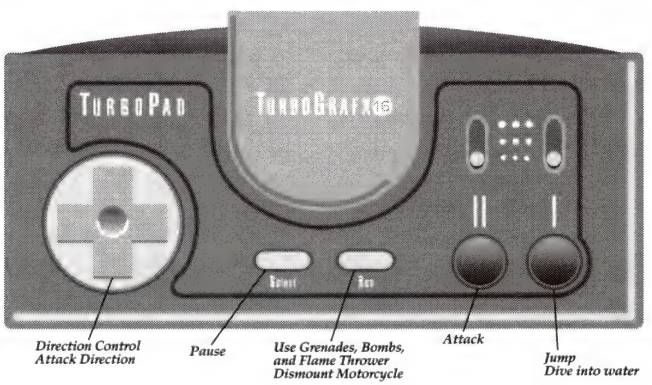
LIVES AND HOW TO LOSE THEM

Your Wolf has a Life Gauge with three Bars. Each time he's hit by the enemy, he loses a Bar. Lose all the Bars, and you've lost the game. This Life Gauge is replaced by the Fuel Gauge when you're riding a motorcycle.

CONTINUES

If you lose your life, you can continue by pressing RUN before the blue tiles fill up the screen. You'll start at the beginning of the last area you reached. You can continue an unlimited number of times.

CONTROLS



WEAPONS

No Bloody Wolf is worth his Blood without an arsenal of weaponry. You start out with a few weapons, and can find others for use as you explore the various Stages.

The **Knife** is used for close-in fighting. You start out with the Knife, and you can use it an unlimited number of times.
The **Machine Gun** is the basic assault weapon. You start out with this as well, and it has unlimited ammunition.
The **Shotgun** sprays bullets in seven directions, very good for those moments when you're surrounded.
The **Bazooka** is a powerful weapon that blows everything away within its explosion radius.
The **Hand Grenade** is a nice explosive device. You start out with twenty in your possession.
The **Magnum Hand Grenade** is even more powerful than its smaller counterpart.
The **Flame Thrower** not only toasts the enemy, but can burn through walls and buildings!
The **Flash Bomb** will blind the enemies, freezing them for a few moments.

SPECIAL ITEMS

The **Motorcycle** is yours for the riding if you shoot its driver and jump on! You can't be harmed on the Motorcycle unless someone throws a Hand Grenade at you. When the Motorcycle starts to flash, get off and run before it explodes!
Crates contain Weapons and other useful stuff. You'll need to use Keys or your Knife to open them.
The **Key** will open Crates for you.
Fins will speed you up when you're swimming.
The **Infrared Scope** will show you traps that you otherwise couldn't see.
The **Rosary** gives you help from the Big Guy above.
Body Armor will absorb some of the damage caused by the enemy's attacks.

FRIENDS

You'll come across many Hostages during the mission. Some of them will have important information, while others will have items to give you. Don't injure a Hostage or you won't find out what they have!

ENEMIES

The General's got an army of ordinary (but deadly) soldiers and a few tough Bosses. You'll be facing plenty of both types!

Paratroopers attack with Guns.
Green Soldiers carry Rifles. And they use them!
Blue Soldiers fire at you with their Machine Guns.
Red Soldiers will run you through with their Bayonets!
Motorcycle Soldiers have Guns.
Armored Soldiers are tough. Attack with explosive weaponry.
Hovering Metallic Buoys fire in all directions!
Electrified Hovering Metallic Buoys are similar to the regular Buoys, only they're electrified as well!
Shotgun Man is a Boss protected by four Soldiers.
The **Mega Sub** will surface to find you (and hurt you), then submerge to fire three torpedoes!
Flamethrower uses his weapon namesake very well!
The **Helicopter** attacks with guns and rockets!
Big Sniper fires lasers at you. You can only hurt him when he's jumping.
Another boss is just called **Boss**. He's armed with boomerangs and lasers!
The **Knife Killer** is hopefully the Knife Killee—that's how you have to attack him—with your own knife!
Rolling Thunder is armed a bullet- and missile - firing cannon.
The **Gun Boat** is teeming with Soldiers and a huge gun!
The **General** is the toughest foe of all!

STRATEGY SESSION

General Strategies

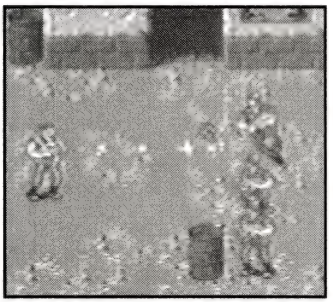
Don't use weapons near Hostages or Crates! Destroy them and you could jeopardize the mission by destroying the items they have. And you'll need many of those items.

You can open some Crates by slashing with your Knife. Turn the Turbo Switch up to do this.

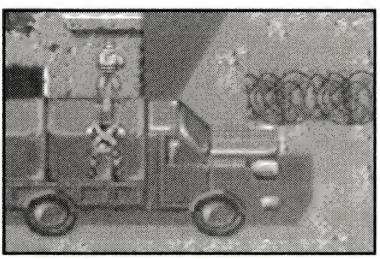
You can carry as many weapons as you can find; the one you'll currently be using is the one you found last. So stock up! If you die, however, you lose all of them.

By moving slowly, you can often shoot Soldiers before they appear on the screen. This is very handy for spots where you need to jump, and therefore can't shoot.

Stage One: Recon



Jump over the barbed wire and shoot the barrels in front of the Soldiers. Boom! Now why would they hide behind those? Run into the building. Shoot the three Soldiers, but don't hit the Hostage! Walk up to the Crate and shoot it open. A Shotgun! Now walk up to the Hostage and release him, then leave the building.

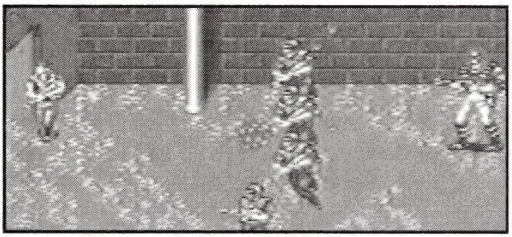


Hurdle the barbed wire to your right. Use the Shotgun to take out the Soldiers, especially the Motorcycle Soldier. Climb up the truck and free the Hostage. He'll give you the Key.

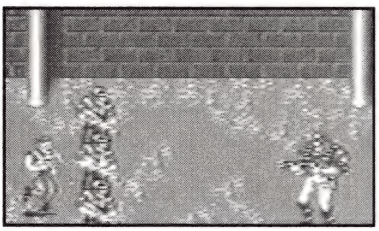
Run East and shoot up the next group of Soldiers. More of those exploding barrels! Move slowly to the right; Soldiers throwing Grenades will appear at the bottom of the screen. Move to the left of them and use your Hand Grenades to take them out.

Shoot the barrels to kill the third Soldier on the truck. Run into the building above the truck and you'll find Muscle Emphasis Tablets within the Crate (your Life Gauge will increase by one) and a Motorcycle. Get on the chopper and zoom outside.

Zoom to the East, jumping the wire and creating havoc. When you can't move East any more, dismount the bike (which should be almost out of fuel by now!) and go inside the farthest building to the right.



The Shotgun Man is definitely unfriendly—no surprise. He fires a spread of five bullets. Dodge between two of them (stay to the left) and then run to the right and shoot him. Hit him twice and he'll call four soldiers onto the screen to block your fire! Use a Hand Grenade to blow them away and move in again.



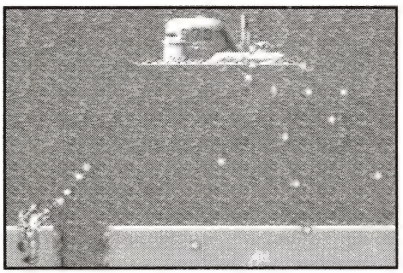
Soldiers will keep running onto the screen to replace the ones you shoot; use your Hand Grenades to hit the Shotgun Man. He'll take three more hits before he dies.

Move slowly to the right and climb up to the ledge. Shoot the Soldier guarding the Hostage and rescue him. He says to go eight miles North. Might as well drive. Get onto the Motorcycle and motor to the right until you can't any more. We don't need to tell you to shoot as many Soldiers as you can before you get off, do we? Climb the ladder, jump across to the Crate, and collect a Bazooka. Take it and jump back across the gap and through the door.

Shoot the Soldiers rushing you from the top of the screen and leap the wire. Then use the truck for cover while you Bazooka the rushing line of Soldiers. When that's handled, enter the Truck from the back.

One Bazooka shot gets the guards, so open the Crate and get the Medicine to recharge your Life Gauge. Leave the truck and climb over the fence. Hey! It's mega-water—and the Mega Sub!

When the Sub surfaces, it will start to fire at you. Dodge between the bullets and shoot it with the Bazooka (or whatever you have handy). When it submerges, move slightly to one side.

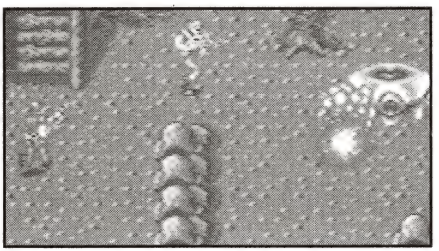


It will fire three torpedoes; if you leap the hole created by the first torpedo it fires, the other two won't cause any more damage. Don't fall into the hole; your Wolf can't swim (yet)! Reduce the Mega Sub's six life bars to zero.

Stage Two: The Jungle

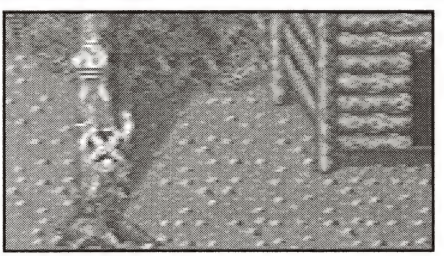
Parachuting into the Jungle is easy... Finding the President's plane will be tough!

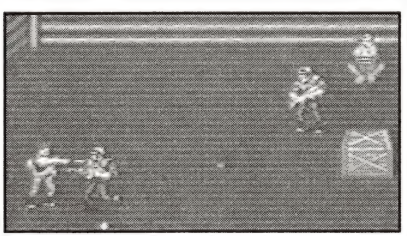
Leap the wire to the right, run into the building, and use a Grenade to clear out the guard there. The Hostage offers some fighting advice. Hey, who's the Bloody Wolf here? Well, never mind. Go ahead and collect the Grenades and Powerful (Magnum) Grenades from the Crates.



Outside, use these new Grenades on the Metallic Buoy to the right, and on the Soldiers hiding behind barricades.

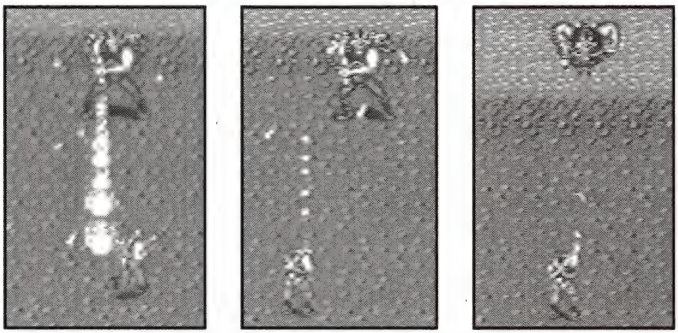
Boy, they put those Hostages everywhere. Climb the tree and rescue him. More advice? No, some Fins!



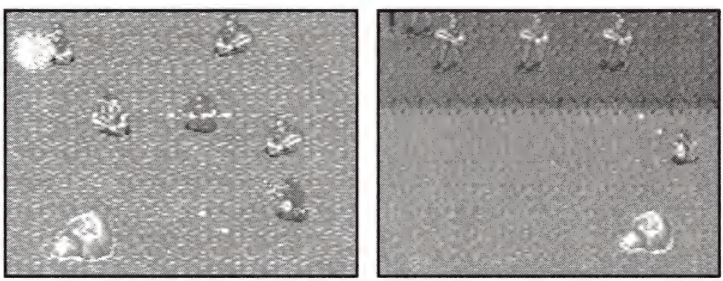


Keep running to the right and keep using Grenades; otherwise, the Soldiers will easily take you out while staying safe. When you've gone as far right as possible, enter the building.

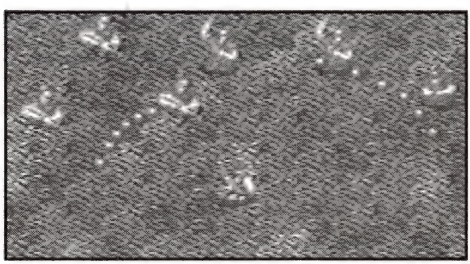
Take the earlier Hostage's advice and use the Knife to kill the Soldiers. Open the Crate for some Medicine and rescue the Hostage. What? They moved the President again?



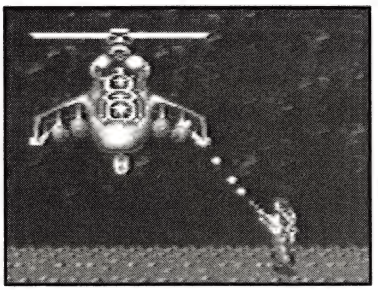
Leave the building and move North. Oh oh. It's the Flamethrower! To kill him, dodge between the smaller fireballs he shoots at you and Grenade him. Don't let him trap you on one side of the screen! Six hits and he's done... and you'll move out into the water. Wade North, shooting the Soldiers in the drink with you.

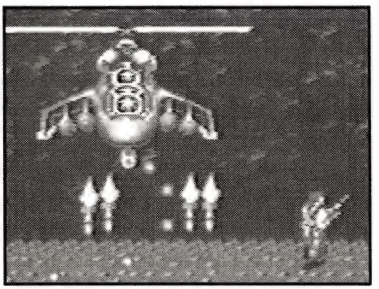


You'll have to turn East; stay low on the screen and kill all the Soldiers in your way. Then slowly move up until you can see the Soldiers. They're not doing a hula dance! Take them out one by one and open the Crate they're guarding for a Shotgun.



Use the Shotgun to your advantage as you move North through the thick brush, but try to have some ammo left for the end of this brush when a row of

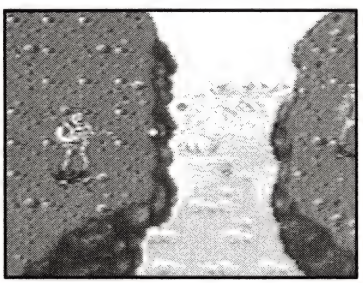


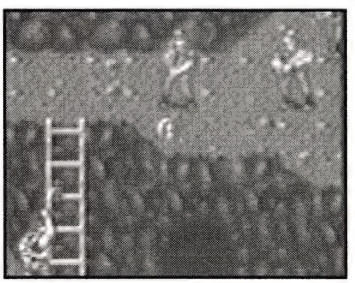


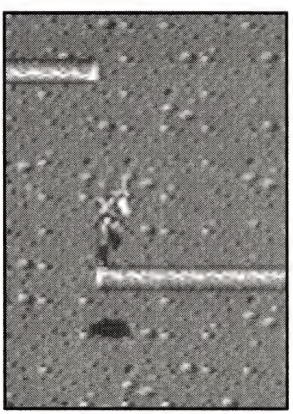
Soldiers attacks. Then move to the edge of the cliff. What's this? The Helicopter!

Stay at a diagonal to the 'Copter; this will let you dodge its rockets and bullets more easily. Shoot it from this angle constantly. You can get in front of it when it flies to the top of the screen, but don't stay there for very long! Blow the bird so you can blow this scene!

Stage Three: The Bridge



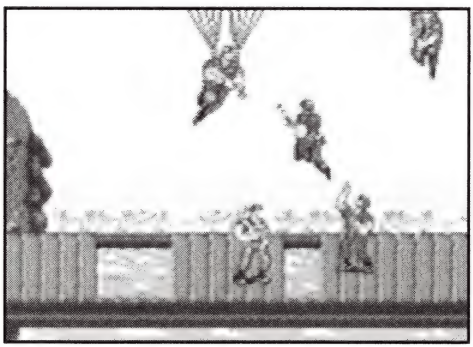




Run up and shoot the Soldier, then get his Crate for Powerful Grenades. Move very slowly East and shoot the Soldiers across the gap. Leap across and get ready to shoot a Soldier charging from below you. Move right and throw a Hand Grenade above the ladder to kill the Soldiers there. Climb up the ladder and walk North. A Grenade or two takes out the machine-gunning Soldiers. Then get ready to leap the rolling Logs! You can shoot them, but you won't destroy them that way.

When you reach the top, walk East and destroy the Buoy. Don't stay near the top of the screen or falling Logs will squash you flat! Scale the barbed wire and then head down again. Now the Logs will come from behind you, and Soldiers will attack from the sides. Stay to one side of the screen, to dodge the Logs while you shoot the Soldiers.

Keep going down until the screen stops scrolling. Run right and Grenade the Soldiers on the high ledge. Otherwise, their Grenades will take you out quickly! When you get there, enter the cave just to the left of the barbed wire.



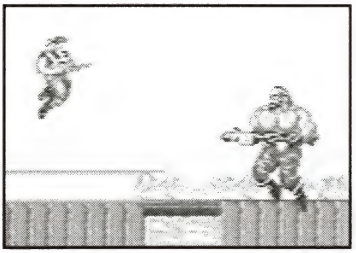
Remove the four Soldiers, open the Crate of Medicine and release the Hostage. He's right about the Bridge! Leave the cave and run East. Destroy the Buoy and walk on to the Bridge.

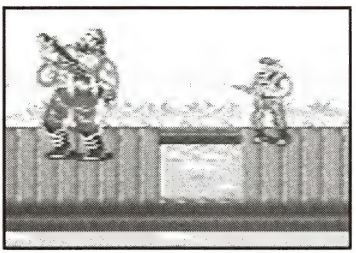
On the Bridge, jump slowly from section to section, shooting all the enemies you can see. If a Paratrooper comes down, let him land and them shoot him. You'll need to leap quite a few sections before the Big Sniper appears. And is he big!

He'll leap between the three sections, deflecting your bullets with his gun before he squats down to fire a laser at you. Get ready to jump straight up. Practice this timing and he won't be able to shoot you. Use Grenades to attack from the front, or shoot him in the back when he jumps over you.

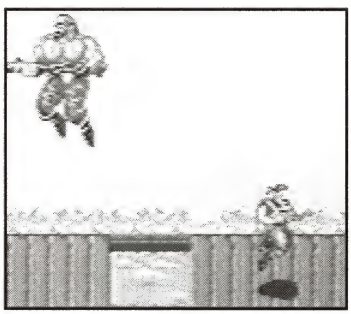
Big Sniper follows a predictable pattern, so you can take him out easily. Shoot him every time he jumps, and you can't fail. Here's how to do it:

He starts on the Back platform. Jump immediately to the Middle and then jump over his laser shot. Turn and fire as he lands on the Front platform.

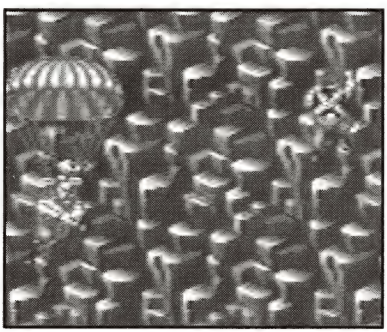




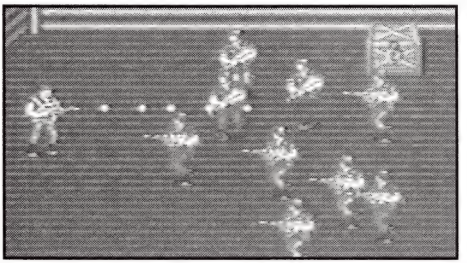
Next, jump to the Back platform and jump two laser shots. He'll jump to the Middle, then back to the Front. Shoot him when he is jumping. Now jump to the Middle. He'll shoot once; then he'll hop to the Back platform. Jump to the Front platform and hop over four laser shots. He'll jump to the Middle now and shoot once. Now, move to the bottom of the Front platform and jump to the Middle at the same time as he's jumping to the Front platform. He'll fire three times, then jump to the Back. If you still haven't killed him by now, he'll jump to the Front again after firing once. By now he should be gone.



Stage Four: Enemy Camp

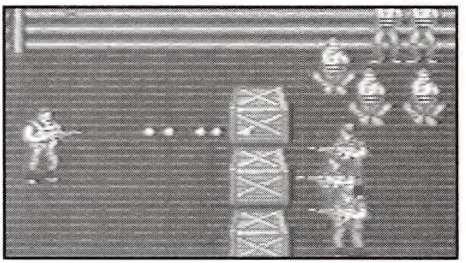


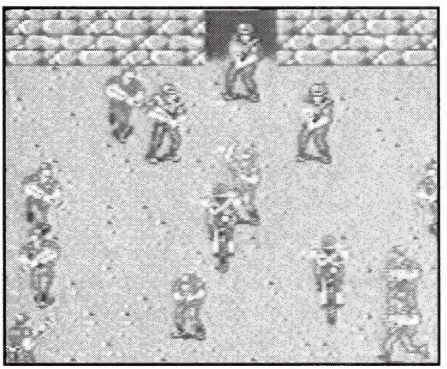
Look at this cliff! Nothing to do but climb, so rush straight up and start scaling the wall. Don't be flustered by the Paratroopers; as long as you keep climbing, their bullets won't hit you. At the top of the cliff, there will be several Soldiers to deal with before you run into the building on the right.



Kill all these guards and you'll find some Muscle Emphasis Tablets within the Crate. Leave the building and run North. This next building contains a

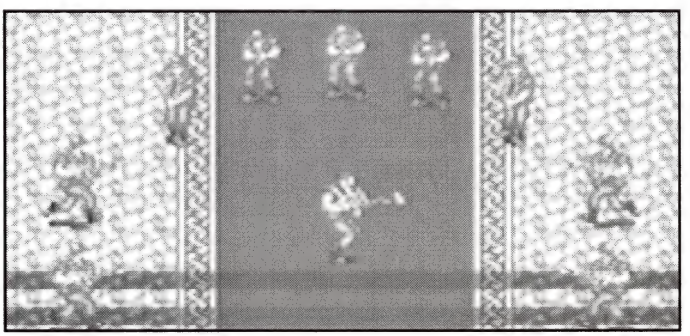
treasure trove of weapons: Grenades, a Bazooka, and a Shotgun. The two Hostages standing against the wall have information.

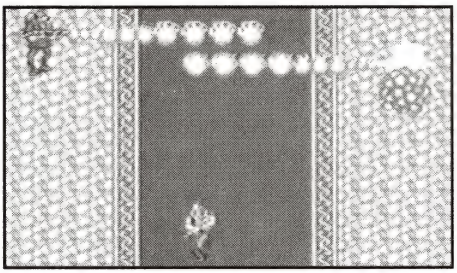




Leave the building and head North again. A Motorcycle Soldier will zoom onto the screen. Good. Take his bike and zoom North, then dismount and go inside the building.

The first wave of Soldiers comes from all directions; blast through the ones from the North

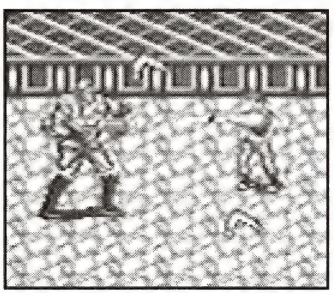




and then shoot the others. Three pairs of Flamethrowers will walk down the screen; take out one with a Grenade and dodge outside the flame of the other one.

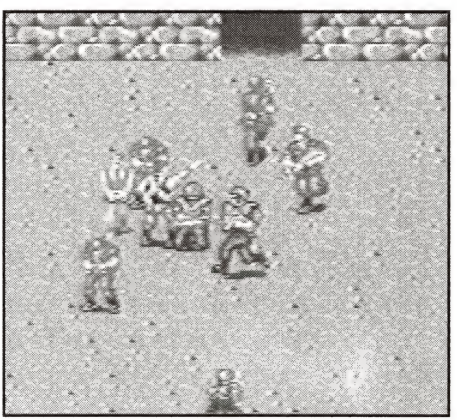
Kill the five Soldiers guarding the stairs and use Grenades to take out the Soldiers in the towers. Go into the door to face the Boss! He'll throw a boomerang that somehow disables your weapons! Now you'll have to use your Knife!

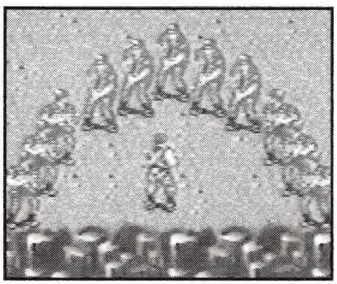
Move to the side of the Boss and slash away. If you slash fast enough, you'll knock away his boomerangs! Of course, you still have to dodge his laser gun. When it starts to glow, move back and be ready to dodge. Then run back in and start slicing. Wear down his life line, and he'll disappear—but he'll be back, just like he said! Walk over to the President and introduce yourself.



Now you have to fight your way South, facing the same enemies you did before. Lucky for you, these Soldiers have Bayonets, giving you plenty of time to shoot them before they get close. Don't worry about Mr. President—he'll take care of himself, even if he does look a little dazed.

When you leave the building, don't be frugal with your Grenades. You'll probably be surrounded several times; spin around with the Knife to cut down the enemy hordes. You've noticed by now that your gun doesn't work. I guess you wouldn't want to shoot the Pres by mistake. Make it to the cliff and a





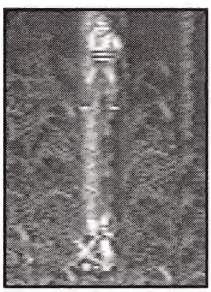
helicopter will come to rescue you! But wait—there's only room for one person? Typical! So long, Mr. President—hello, imprisonment!

Stage Five: Rescue Hostages

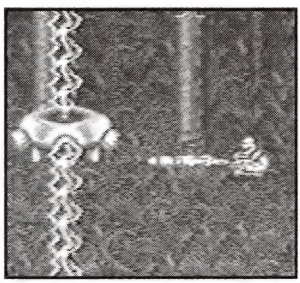
One Wolf has been captured... It must be time for the other Wolf to move into action!

As soon as you land in the water, start moving North until you reach the riverbank. Run as far East as you can and then move North to rescue the first Hostage. Keep going until you reach a building. Do your usual thing inside and open the Crates for Muscle Tablets and Powerful Grenades.

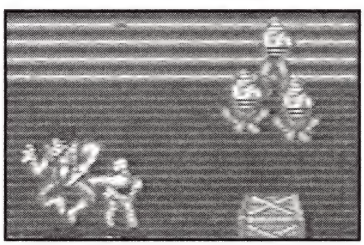
Outside again, go North until you reach the next building; enter it and shoot the first Soldier to blow all the others up! The Crates hold Flash Bombs and a Bazooka, and there's another Hostage; nine left!



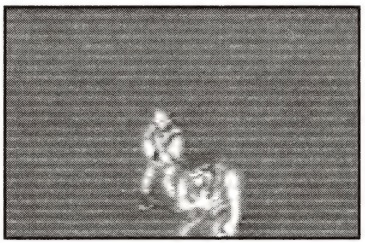
Exit and head North to find a Hostage in the trees. Climb down and walk West until you find another one in a tree, but destroy the Electrified Buoy before you start climbing. To the West is another Hostage. Six to go.



Walk Southwest and go inside the building. These Soldiers are tough; use the Bazooka. Open the Crates for a Shotgun, Flame Thrower and Fins. Go back outside and walk East. The first building you'll see can't be entered, but in the second one you'll find the Knife Killer!

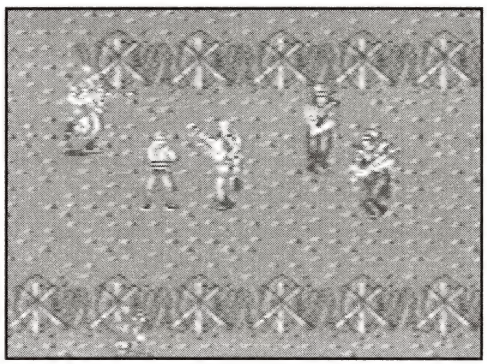


He'll stay away from your Knife, and then jump over you. Quickly turn around and Knife him, and then back out of his range before he can return the favor!



If he hops towards the top or bottom of the screen, Knife him from below (or above), since he can't stab down or up! Wear down his six life bars, and the Knife Killer is killed himself!

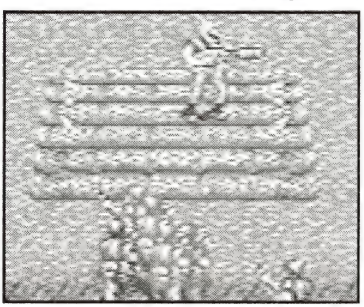
Open the Crate for Medicine, and then get the Hostages. You'll find out that the captured Wolf has been moved. You're down to three hostages now, so you'd better keep going. Move Southeast, cross the river and rescue another Hostage. Now head West. Stay in the middle of the screen to shoot the Soldiers that jump out at you. Also shoot the Electrified Buoy that appears in the middle of the screen.



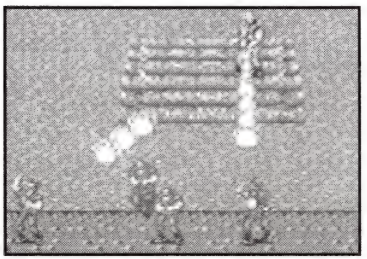
When you reach the Hostage, free him and move North. Cross the river again and continue North to find the final Hostage and finish the level!

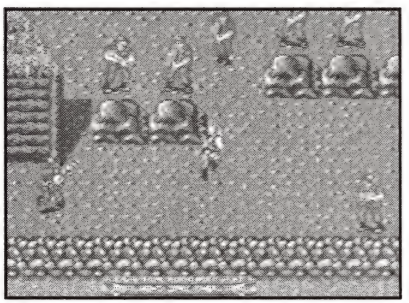
Stage Six: River Rafting

You don't start out on a raft; you're going to have to fight your way to it! In the first building you'll find six Crates! They must be preparing for something big! You'll get an Infra-Red Scope, Muscle Tablets, a Shotgun, a Flame Thrower, a Bazooka, and Powerful Grenades. Pick up the Flame Thrower last; it's the middle Crate in the lower row. The Hostage tells you some redundant information.



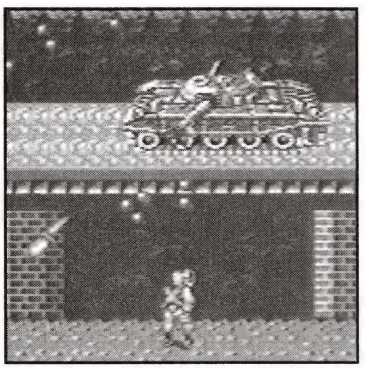
Run North and onto the raft. Now you're moving down the river. Stay on the left side of the raft and get ready for some rapid attacks!



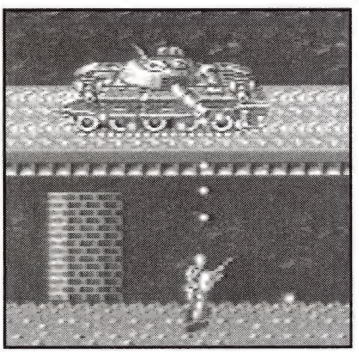


The Soldiers along the banks are secondary to the ones jumping onto the raft; use the Flame Thrower to kill the Soldiers on the banks and the jumpers will leap right into the fire! You can also spin around, shooting in all directions; this is less precise, but it can be effective. When the raft hits a rock and stops, get off and enter the building.

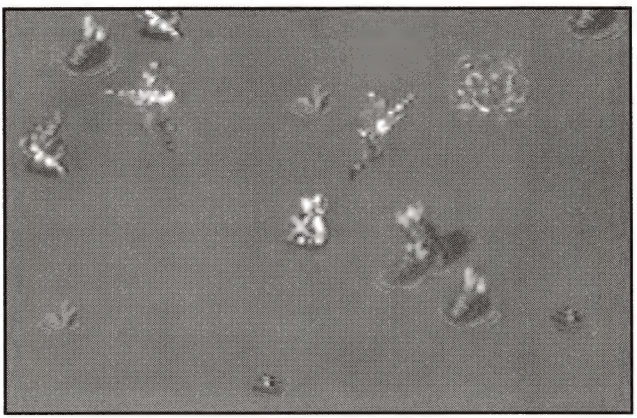
Get the Medicine and the Key, exit, and go North. Use the Shotgun to clear the Soldiers, then walk until Rolling Thunder booms onto the screen.



Stay underneath Thunder, just slightly to the left. When it starts to shoot, dodge between the bullets, staying underneath it, and fire away. Use Grenades too. When it reaches the left edge of the screen, get ready to move to the right with it, dodging through the bullets. For such a big vehicle, it's surprisingly weak. Good!

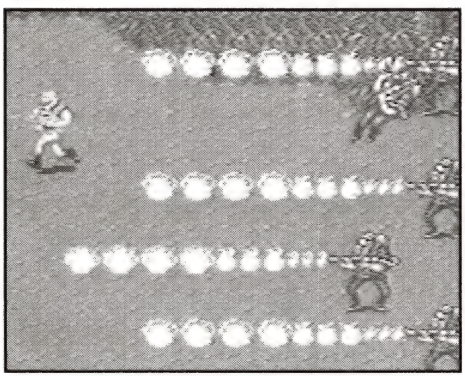


Stage Seven: The Marshes



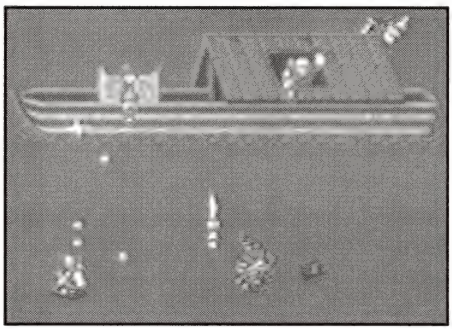
Run East and shoot the wave of Soldiers. Here's another building, another Hostage, and some good stuff—a Bazooka and Body Armor.

Start moving East, into the marsh. Those black objects are the heads of Diving Soldiers; shoot them before they surface to shoot at you. There are also regular Soldiers in the marsh, but you can beat them easily. Try diving underwater to avoid their shots.



When you reach the East end of the marsh, move Northeast to the building. Use your Grenades; the attackers are numerous! Inside the building you'll find Grenades and Food. It's delicious! Go outside and move East again. You'll come to a wall of Flame Throwers! Use a Grenade to take one of them out, and then move down the space left by his absence. You can shoot the other Flamers from the side.

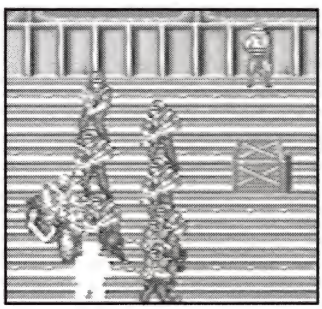
Just past them is another building; shoot the guards below you first. Get a Flame Thrower and Muscle Tablets, then listen to the Hostage. The base is close, but the marsh is closer! Head North into the marsh.



Swim your way past the Soldiers; dive down as much as you can. Get past them and you'll arrive at the Gun Boat. Move to the lower-left of the screen.

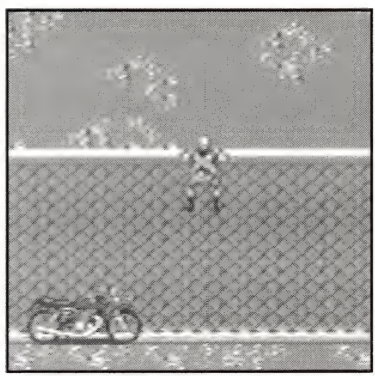
Shoot at a diagonal to hit the vulnerable portion of the Boat. From this distance, the rockets won't hit you. You will have to dodge the Gun's bullets, but that's easy enough. And be sure to shoot the divers! As long as you stay in this corner, beating the Boat is easy.

Stage Eight: Enemy Headquarters

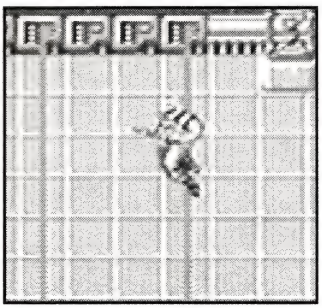


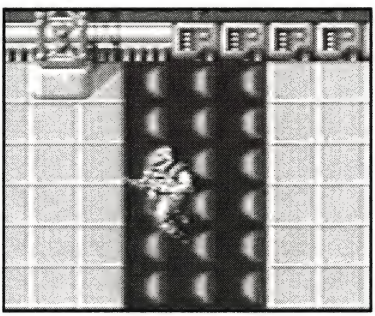
Start moving East. One of the first attackers will be a Motorcycle Soldier. Get him and ride the bike East, into the truck. Roll over the troops and open the Crate. Get the Grenades. The Hostage will give you his rabbit's foot (actually the Rosary). East of here, several Motorcycles will attack; shoot and mount.

You may even want to switch from one to another, since there will be many Soldiers throwing grenades. When you reach the truck, don't bother going inside. Get off the bike and scale the fence. Climb up to the Crate, grab the Shotgun, and climb back down.



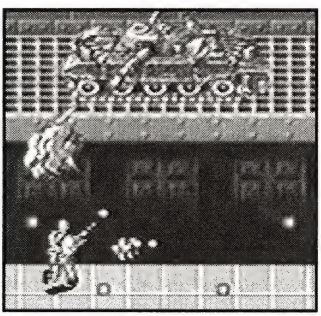
Move to the East, using the Shotgun, and enter the door. You're inside! What are those red beams? Without your Infra-Red Scope, you couldn't see them! If your luck runs out and one of those beams hits you, it opens a trap door directly beneath you.



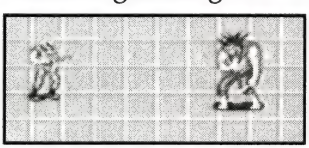


Use your jumps wisely—smaller jumps work better—to pass the beams. If a trap door appears, you can jump off it—but you have to be very quick. Keep going West until you reach a door. Go through.

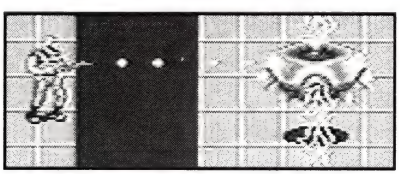
Rolling Thunder is back, but with some support—rubble that falls from the roof! Use the same dodging technique you used before, but be prepared to dodge the rubble too. Silence the Thunder and start walking East.

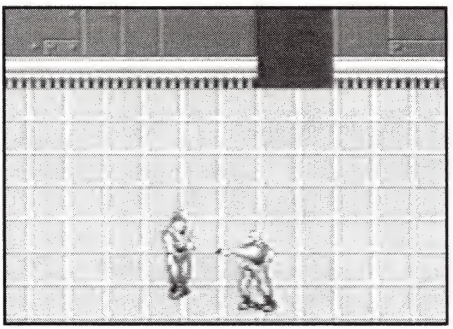


Use Grenades to take out the Soldiers guarding the bridge, then go into the door to find the Knife Killer! Didn't you kill him? Well, one more time! Shoot him and he'll die a quick death! Rescue the Hostages and listen to their stories. No time to worry; go through the door.



As you move East, leap the beams and also shoot Electrified Buoys. Use the spaces in between each set of



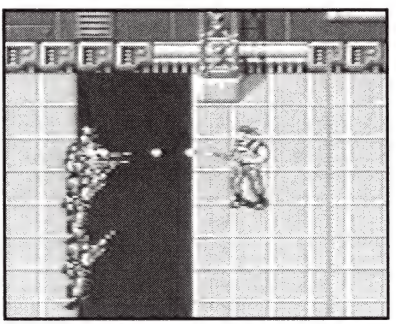


beams to prepare for the next. Pass them all and go through the door.

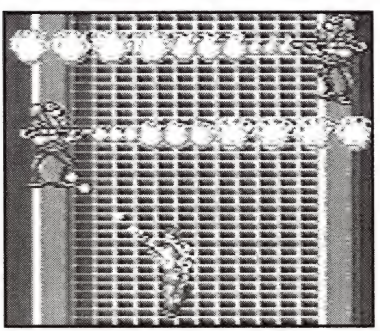
Here's the hostage. It's the other Wolf; but he's not happy to see you! In fact, he'll attack! "Killing" him will be extremely tough. The best way to attack him is to let him run to the top of the screen, and then run towards him and Knife him while you can see if he's going to fire his weapon or not. Then get ready to dodge his attacks. He'll sometimes launch a rocket at you; he'll sometimes run at you with his Knife; he'll sometimes lob a Grenade your way. Be patient and pick your spots.

Beat the Wolf and walk over to him. He'll recover and you'll be in control of him again! Move up to the door and go through.

Run East. There are more beams to pass; only this time Soldiers are firing, too. Pausing between each set of beams is even more important now. Sometimes the traps can be useful, however; the Soldiers will run right into them! Reach the door and enter it.



This is the corridor before the final Boss. You'll be attacked by several waves of super-tough Soldiers. Use Grenades to get through. Then Flame Throwers will march down both sides of the walkway. Shoot them at a diagonal to kill them. Another tactic is to time their flame spurts and run past, but this is tough. Go through the door and you've reached the Boss—who's really the General!



Beating the General is tough. See The Secrets if you need help. And show the world why you're a Bloody Wolf!

SHH... THE SECRETS

How do I defeat the General? He starts attacking by flying around you in a circle, with several illusions behind him. Shoot the lead General, because that's the real one. Don't get too close, or his laser will hit you. You need to keep moving because he's very accurate with that laser. He'll stop at the bottom of the screen to fire boomerangs; you can knock them away with your Knife.

Wear the General down to three life bars, and he'll attack with all his illusions! The real General is the solid one. Now he's really tough. He comes in and out of the screen following several patterns. At first, he always goes along the bottom moving to the right. Usually he'll go from the top-left to the bottom-left next, then along the top from left to right. However, he has several other patterns. Try to use your most powerful weapons and grenades on him. Wear him down to no life bars, and you've won! Keep focused on the real General. Don't worry about the phantoms. They can't hurt you. Lose the General, and you're likely to end up dead instead of him.

Can I select the Stage to play on? Press the Buttons in this order: II, I, I, II, I, II, II, I. Then push the Direction Key in the direction of the Stage you wish to play; Up is One, Up and Right is Two, Right is Three, Down and Right is Four, Down is Five, Down and Left is Six, Left is Seven, and Up and Left is Eight.
Is there a sound test? On the title screen, press Up, and then push Button II and Select at the same time.
How do I get extra weaponry? When your Wolf's Life Gauge is at two Bars, climb onto a fence, truck or other climbable object. Press Right and both Buttons for fifty rounds of Shotgun. Press Left and both Buttons for fifty Bazooka shots.

If you're at one Bar, jump onto some barbed wire. Press Up and Right with Run and Button II for ten Flash Bombs. Press Down and Left with Run and Button II for ten Powerful Grenades.
Can I move any faster? On the title screen, press Up, Down, Right, Right, I, I, II, Select, and Run. Now your Wolf will run faster during the game.
Anything else? On the title screen, press Down, Up, Left, Left, II, II, I, Select, and Run. Now when you jump during the game, hold down the Button and you'll hover in the air!

CHAPTER 4

Bonk's Adventure

Distributor: NEC
Game Type: Arcade Adventure

WHAT'S GOING ON?

Bonk is a peaceful caveman—he likes nothing more than a relaxing nap. With King Drool around, though, it's tough to get some rest! The nasty King has captured the Dragon Princess, Princess Za, and hidden her away in his lair. It being 10,000 BC, there aren't any weapons around—so Bonk just has to use his head to butt his way into King Drool's hideout!

WHO ARE YOU?

The cute, lovable, carnivorous Bonk. You don't have much hair, but that's probably from head-butting things all day long!

PLAYERS

Bonk's Adventure is for one player only.

SCORING

There are four ways Bonk accumulates points.

Eating Fruits and Vegetables: These have variable point scores (fruits seem to be better for Bonk, though). They also

replenish one point of Vitality. They'll either be inside a Flower or just up in the air!

Capturing Smiley Faces: Some enemies will drop a Smiley Face when they're defeated. Grab these, because at the end of each level, you'll get bonus points for each Face you've grabbed. They'll also replenish your Vitality Gauge.

Repeated Butting ("Head Juggling"): This is the most important technique to learn in the game. If it's done right, you can score almost 10,000 points for every enemy you face! We'll explain how to do this in the General Strategies.

LIVES AND HOW TO LOSE THEM

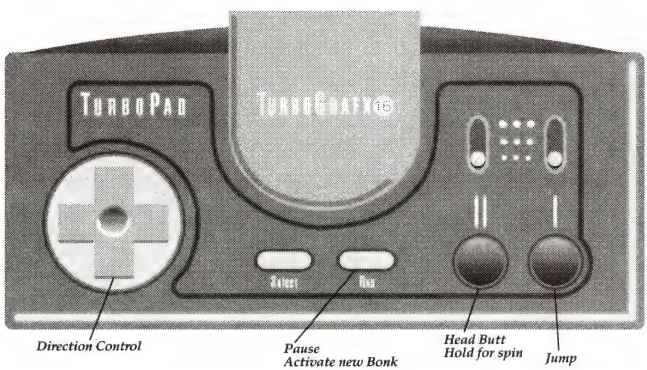
Bonk starts out with the usual three lives. He has a Vitality Gauge with three Hearts; each heart is five "points", or hits. As you're hit by your enemies, your Hearts will drain away to nothing.You can find Hearts that your enemies have dropped. Small Hearts will fill five Heart points, while Large Hearts will totally replenish your Gauge. You might also see Little Bonks. Collect one and you'll get an extra life!

Finally, you get extra lives for scoring points. You'll get an extra life at 10,000 points, 20,000 points, and at every 20,000 points after that. However, after you reach 400,000 points, you can't get any more Bonks by scoring points.

CONTINUES

If Bonk runs out of lives, he can continue from the beginning of the last level he reached. You can continue as much as you like.

CONTROLS



WEAPONS

Bonk doesn't even have a wooden club or spear; just his head! But there are several techniques Bonk can use to defeat (and dent) the enemy.

A **Jumping Head-Butt** is accomplished by jumping into the air, and then pressing Button II. Bonk will spin and hit the enemy head-over-heels. This is twice as powerful as a regular head-butt. But if Bonk misses, he'll be open to attack for a few seconds.

Continuous Head-Butts are done by hitting an enemy into the air, and then doing a Spin Jump under him. The more times you hit him, the more points you'll get.

Spin Jumps are easy enough to do; jump into the air and hold down Button II with the Turbo Switch at the top. You'll continuously spin. You can use the jump to clear lots of ground without having to risk being attacked by an enemy.

SPECIAL ITEMS

Little Bonks gift you with an extra life. They are usually in a tricky place to find!

A **Crystal Heart** will add a Heart to Bonk's Vitality Gauge! Unfortunately, it will be empty at first, so you'll have to fill it up. There are only two of these in the entire game!

Pieces of **Meat** are prehistoric power-ups! There are two sizes, Small and Large. One Small piece will make Bonk's head-butts twice as powerful as normal. Bonk freezes all the enemies on the screen by head-butting the ground!

Two Small pieces or one Large piece of meat will make Bonk invincible! All he has to do is touch his opponents to beat them. The effects of Meat will wear off after awhile; you can tell when because Bonk will start to turn lighter colors (and look a lot more human!). If Bonk is hit by an enemy, he will also lose a level of color (and power).

Flowers come in many colors, and they have just as many different items within them.

Pink Flowers contain fruits, vegetables, and even Hearts! They might also contain a Venus Bonktrap!

Yellow Flowers are springboards; use them for super-high jumps!

Red Flowers may have a small piece of Meat within them.

Green Flowers contain the valuable Crystal Hearts.

Dark Red Flowers float in the air; grab it and it will turn into a Pink Flower when it lands.

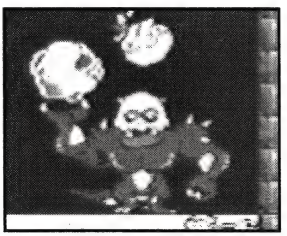
FRIENDS

Bonk has friends, but King Drool has made them think Bonk is their enemy! You'll have to head-butt them on the head quite a few times to restore their true selves. We'll explain their powers in the Enemies section below.

ENEMIES

Bonk's friends have been turned against him, and now they're fighting for King Drool! Can you free them from his control?

Huey is a big dinosaur that shuffles back and forth.
Gladdis is a nerdy pterodactyl that will split into two and throw stars at you!
Kongo Zilla is a gorilla who throws great boulders at you while trying to club you with his powerful arms!



Kongo Zilla.

Punchy Pedro.

Punchy Pedro has a mean left hook, right hook, and every punch in between! He's quick and hard to beat.
And there are two guardians that aren't Bonk's friends at all!
T. Ractorhead has an arsenal of ways to attack Bonk. Hit him quickly and often! Find his weak point.
And your biggest enemy is **King Drool**. And we do mean big!
The other enemies aren't given names until the end of the game as a reward, so we'll refer to them generically.

STRATEGY SESSION

General Strategies

You'll pick up on how to jump while playing the game; we won't tell you how to do that. What you need to master is how to Spin Jump onto an enemy and keep it in the air, scoring more points every time you connect. Here's how to do it.

Run and jump into the air, and do a Spin Jump onto your enemy. The enemy will fly into the air. Now where you hit the enemy in the air determines which direction it'll fly when it ricochets off you again. If you hit the enemy on the left side, it will

fly to the right; if you hit it on the right, it will fly left. Move in that direction and hit the enemy again. As you continually hit, you'll notice bonus points piling up. Here's the breakdown of scoring:

1st hit—varies (usually 50 to 100 pts.).
2nd hit—0 pts.
3rd hit to 5th hit—50 pts.
6th hit to 7th hit—100 pts.
8th hit to 10th hit—500 pts.
11th hit to 17th hit—1000 pts.
18th hit on—0 pts.

As you can see, you can score up to 8,950 points for every opponent you can keep in the air. Not all opponents are kept in the air with Spin Jumps; if your enemy is against a wall, you can just jump normally and keep hitting it into the air.

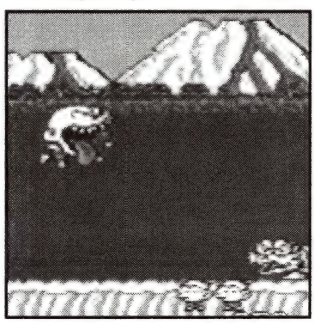
Another important part of the game to master is the various Bonus Stages. The Secrets contains the technique to use for each if you don't seem to score points.

Finally, remember that there's no time limit, so take your time when exploring the various stages. There are lots of secrets to uncover!

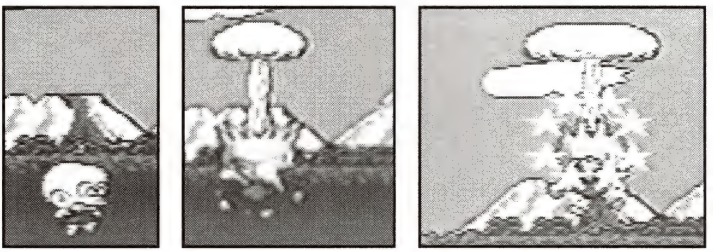
Level 1-1. This is where you should practice controlling Bonk and his various jumps. Nothing will attack you until you move forward, so practice right here next to the sign. Once you feel comfortable, head to the right. This is the direction you'll be going in most of the levels.

You'll come to an alligator; do a Spin Jump and watch it fly! Now stay under it and hit it back into the air as often as you can. Then bounce the next alligator. You're starting to get it now!

Keep going until you reach a patch of three Flowers. The left and right Flowers contain food, but the middle one contains a Venus Bonk-trap! You may want to grab the Flower now just to see what it looks like. Right after the patch is a solitary Flower that has Meat. Grab it and do a Spin Jump onto the ground. The alligator's frozen! You can do this "ground-butt" whenever you're powered up.

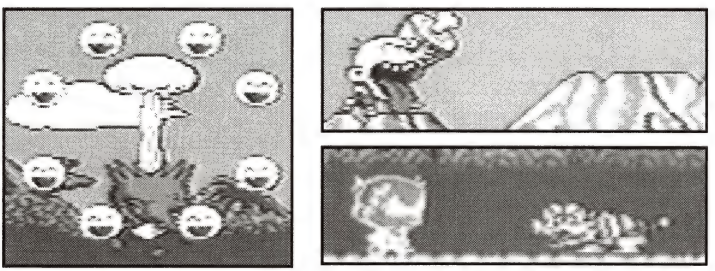


Bite the burger!

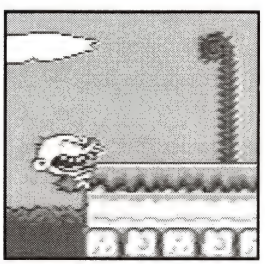


Eating the small meat makes Bonk strong.

Shortly after the first piece is another; now you're indestructible! Run quickly and hit all the enemies you can. Eventually you'll come to another sign; run off the screen and you've finished the level! But there's a lot more ahead...

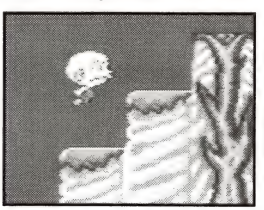


A second small meat or the Big Meat makes Bonk indestructible.



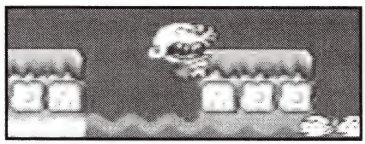
Level 1-2. At the start of the level, there will be a Cliff too high to jump over. Jump and Bonk will bite into the side! Now hit Button I rapidly to make him climb. You can try setting the Turbo Switch on high, but you don't need it for short climbs. Run past the axe-wielding pterodactyls until you reach a volcano!

Rocks will be shooting out of the top every once in a while; you can head-butt them if you want to. But for now, just Spin Jump over them. Right after the second volcano, you'll see some weird-looking ground. If you walk onto it, it will collapse into the hot lava below. So jump over it!



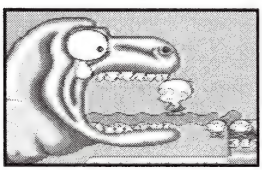
After the volcanoes, you'll have to deal with shifting and collapsing

ground. Be alert and ready to jump. Sooner or later, you'll reach the end of the level.

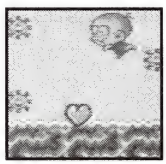


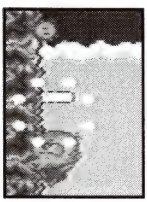
Saved by the skin of his teeth!

Level 1-3. Run right and over the dinosaur's back. Watch out for his scales! Now you'll be next to his head. Wake him up by doing a Spin Jump onto his cap. You made him cry! The only nice thing to do is to let him swallow you by jumping onto his tongue. Right?



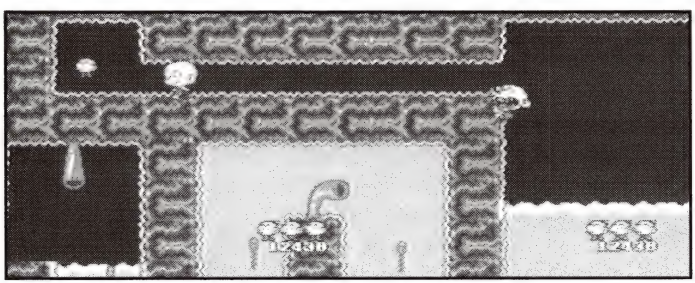
The dinosaur's stomach acid won't hurt you, but those things hanging from the top of his stomach will. Avoid them by jumping as they swing away from you and run under them. You'll go through a narrow passage, and then back into the stomach. Swim through the parasites to the bottom of his stomach to grab a Heart and a Large piece of Meat. Before you go into the vertical part of the stomach, jump up and climb the stomach wall. There will be a narrow passage. Run into it and grab the Little Bonk! Then go back and start heading up.





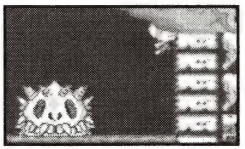
With the narrow walls here, you can use your Jump to hit these squibs for maximum points. Swim through here and try to hit all of the squibs. You'll eventually reach two bricks; hit them and grab the Heart. Exit the dinosaur. Before you get into the elevator, jump up and to the right to grab a hidden Little Bonk!

Run to the right when you reach the bottom. The passage will cave in behind you and you'll be faced with your first



Eat some wall and find a Little Bonk.

guardian: Huey! Defeating Huey is very easy; just keep doing a Spin Jump and bouncing off Huey's head. You know when



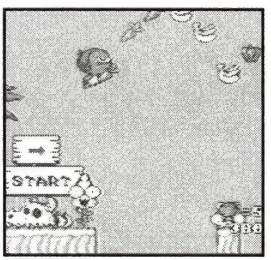
Jump up to find the secret.

you're doing damage because the head will start to crack! Once Huey starts to glow, you know you've won.

Level 2-1. You'll meet two new enemies right at the start; a nerd shark and a cactus! Watch out for the cactus; you can't hurt it but it can hurt you. Walk until you reach three Flowers, and take the left and right ones (the middle one is a Bonktrap). The same applies to the next patch of Flowers.

Bonktrap!

You'll come to a door with a cactus to the left of it. Jump in front of it and press Up; you'll go inside to the first Bonus Stage. How much can you feed yourself? Once you've finished, you'll be back outside. Run right until you reach the next door; enter it for the next Bonus Stage. There's one position that will let you butt both rocks; can you find it?

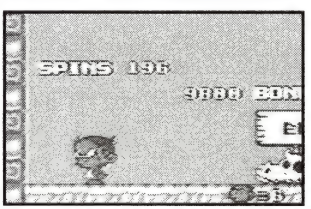


The Food Stage.

The next Bonus Stage will be tricky to get to; it's the third door to the right on the lower ledge (just to the right of the cactus). Climbing the Cliff isn't too hard; try the Turbo Switch. Exit and keep going until you reach a single door with a cactus next to it. This Bonus Stage is a dizzying one. The Turbo Switch is helpful here. This is the last Bonus Stage of the level.

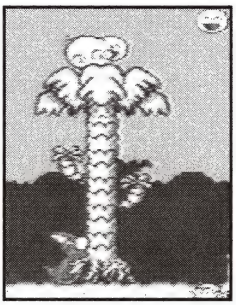
Bonk rocks!

Keep going until you reach a tree. Spin Jump and hit it from the right; it will unroot itself and start walking in that direction. Jump on top of it and collect the Smiley Faces. (Even if you hit the tree from the left, it will only walk until it reaches the Cliff and then turn around.) Hit the tree again and make it turn around. At the end, jump off and exit the level.



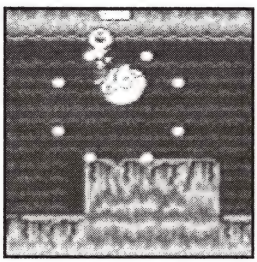
A successful spin.

Level 2-2. There are two paths you can take; above the waterfalls or in the water. Each one has its own dangers, but being above the water will allow you to grab a few Flowers. There will be many new enemies, like the electric eels and dragonflies! There's nothing hidden on this level (and it's very hard to do Spin Jumps), so try to finish it as quickly as you can.



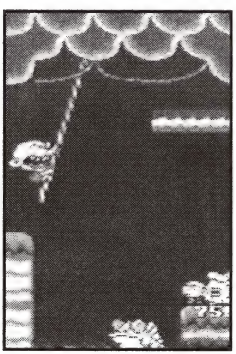
Ride the tree.

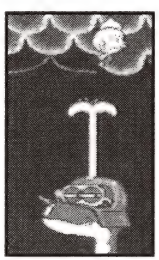
Level 2-3. Into the cave! There's a foul liquid at the bottom of the cave; don't jump into it or you'll slowly lose Vitality. Stay toward the middle of the screen; this will give you the most enemies to Bonk for points, and will let you collect a few Hearts. You'll reach the exit in no time.



Level 2-4. There's nothing new to see until you reach the pterodactyl babies! These poor chicks want food, and their mother is flying overhead looking for some. Don't be dinner! Then jump over the glowing swamp, hopping from bush to bush. Watch out for the small creatures running between them. Later on, there will be trees; use them to gather the Smiley Faces. Toward the end of the level you'll be attacked by dragonflies; Spin Jumps aren't at all effective against them! Try standing still and head-butting instead. Kill the axe-thrower and exit the level.

Level 2-5. The vines here can be used for swinging, but Jumps are not only easier to do, but easier to control. Work your way to the right, staying in the trees; down below are lizards and mosquitoes that are very tough to kill. Keep going until you reach a helmet-wearing dinosaur. Jump onto his head and wait for him to spout water, then jump for the fruits and vegetables. There will be several of these guys to ride. Finish off the axe-thrower and you've completed another level!



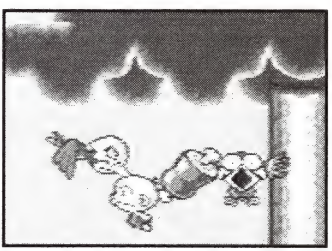


Level 2-6. This level has a lot of climbing; adjust the Turbo Switch on Button I as the situation requires. There's only one direction to go, and that's up, so start climbing. You can swing around to the other side of a pole you're climbing by pressing in that direction.

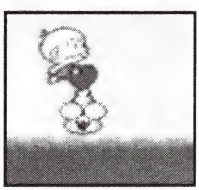
There are lots of lizards and axe-throwers; just try to avoid them, since Spin Jumping is impossible here. When you reach the sky, you're about halfway there. When you reach the top, try Spin Jumping to the door instead of using the vine. Easy!

Level 2-7. Talk about having your head in the clouds! These clouds aren't soft and billowy, though; they're more like rubber! Bounce on over to the right. Try to Spin Jump to the left, above the entrance to the level. There's some nice goodies up there! Then go to the right again.

Underneath some trees will be fruits and veggies; on top of each will be some enemies to deal with. If the bounciness of the clouds makes it tough to get under a tree, try Spin Jumping under it. The ducks will make their first appearance on this level, swooping down at you!



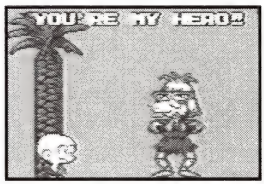
Find a Crystal Heart on top of a tree in the middle of this stage. Look for it one of the flowers. Keep going until you reach the elevator; go into it and get ready for the ride. The next guardian lies waiting; Gladdis! Her attack pattern is to materialize on the roof, and then split into two! The twin Gladdises fall to the ground and jump around, throwing stars at you. Try to hit them in the head; eventually one of them will disappear except for a tail! The remaining Gladdis is the real one.



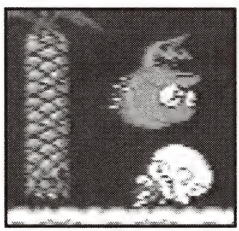
A Crystal Heart.

Gladdis will disappear and reappear on the ground now. She will only throw stars at you. Hit her in the head too. Watch out for the tail; you can't butt it but it can whack you! Keep hitting her with Spin Jumps until she starts to glow. Way to go, Bonk!

The real Gladdis!



Level 3-1. Your first attacker is the meanest one yet; the baby dinosaur! This guy will jump into the air and head-butt you on the way down. Go right until you reach some doors. The two doors at the right lead to rooms full of fruit! Once you're done grabbing food, head right again. The second door you come to will contain the Volcano Bonus Stage.

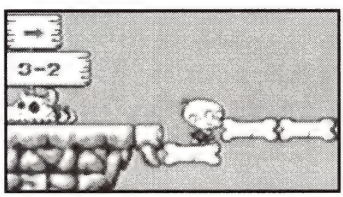


Bonking Dino.

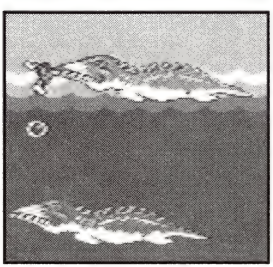
The first door to the right of the Volcano Stage leads to the Spin Stage. The next door after that goes to the Feeding Stage. After that, there are some false doors. The door between the three cactuses contains a food room. Onward we go; the next food room is to the right of a cactus. The last door before the stone Cliff contains the Climbing Stage.

When all the Stages are done, run to the Cliff and climb it. Finish off your enemies and leave the level.

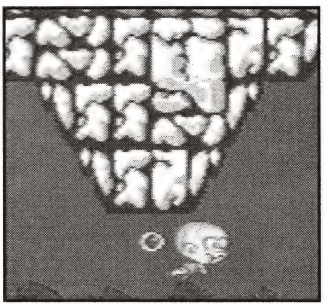
Level 3-2. Here's where you have to make a decision; to warp or not to warp? If you can Spin Jump across the bone bridge (which will not hold up under Bonk's weight), you can grab a Little Bonk and walk to Level 3-5! Or you can fall through the bridge and swim to Level 3-3. Or you can jump for the Little Bonk and then jump through the bone bridge. What'll it be?



Level 3-3. There are lots of new underwater enemies; the one that's meanest is the crocodile. This guy will swallow you whole, and won't let you out unless you press Button II quickly (or with the Turbo Switch at the top). Swim at the bottom, avoiding the crocs. Look for some bricks underneath one of the islands. These bricks lead to the Volcano Stage. Finish it and swim until you reach an underwater volcano. Swim to the surface just after this and you'll be on an island with some Flowers. Avoid the middle one; it's a Bonktrap.

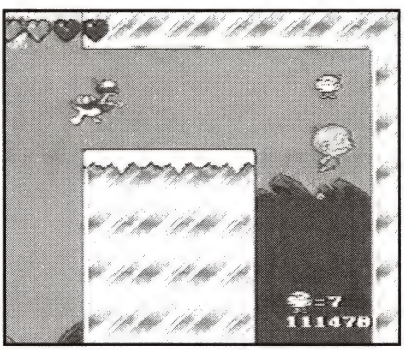


Jump back into the briny deep and swim quickly to the right. There's nothing else important here, so just exit the level quickly.



Find the hidden block.

Level 3-4. The water's getting cold—the rocks are iced over! But ignore the chill and get ready for a nice long swim upwards. There will be spear-shooting turtles in the water; you can avoid the spears or head-butt them. Icy boulders will be falling down the middle of the ice channel; avoid these.



Just before the surface of the water, there's a Little Bonk at the right side of the channel. Grab it and finish the level.

Level 3-5. If you warped, you were smart. All you passed up was one Little Bonk—but that won't seem like much by the time we're done on this level! Start running to the right.

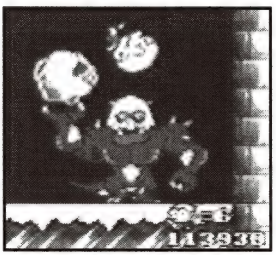
The ice is slippery; you might try Spin Jumping instead of walking to keep yourself under control. There's a new enemy—a huge-headed dinosaur! But he's rather easy to beat. You'll find some good places to head-juggle. Keep going until you reach a seemingly impassable ice Cliff. Jump on one of the ice blocks, and then on top of the cliff. You made it!

Jump into the water and swim to the right. Behind the turtles is a brick leading to the Feeding Stage. Stuff yourself and swim out and up. Run to the right until you reach a long line of ice blocks. It's time to get lots of Bonks!

Do a Spin Jump and hit one of the blocks, EXCEPT THE ONE FARTHEST LEFT, to break it. Then swim to the right. Defeat the turtles as you go until you reach another hidden block. This one goes to the Climbing Stage. Then exit and swim back to the left. There's still one turtle in the water! Swim under him and keep hitting him by jumping. Once you've maxed out the bonus points, swim to the right a bit and then swim back. The turtle will reappear! You can keep hitting him, for 8,950

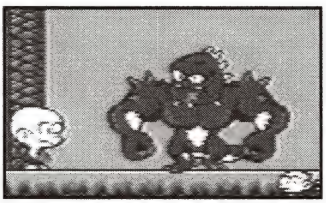
points each time, as much as you like! Remember that after 400,000 points, you'll stop getting extra Bonks.

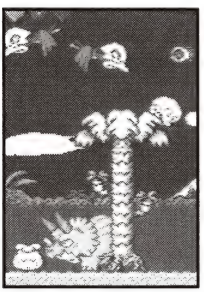
Once you're Bonked out, get out of the water (and take a deep breath!). Run to the right; there will be several more creatures to deal with. You will reach the elevator eventually! Get inside and take a ride.



Kongo Zilla.

This guardian is tough. Kongo Zilla will jump out from the ground, and throw ice boulders into the air as he tries to grab you with his arms. Try to drop straight onto his head, not at an angle. He'll take lots of hits before he starts to glow. Good luck!





Level 4-1. A new enemy charges you at the beginning of the level; the giant triceratops! He's a little less dangerous than his name sounds, though. When you reach a field of three Flowers, only take the middle one. Keep going to the right, jumping over the cacti.

When you reach the trees, hit them to collect the Smiley Faces. There are lots to grab. When you're done with them, it's just a short run further to the elevator. What? This soon?

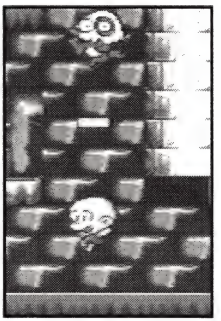
Punchy Pedro moves quickly, and his gloves will fly off his hands to get you! But as long as you stay in the air with a Spin Jump, and keep butting Pedro's head, you shouldn't have to wait too long for that familiar glow.

Level 5-1. This is a long climb; there are lots of doors and lots of axe-throwers to worry about. Start jumping up immediately. Keep going until you reach a patch of three Flowers. The door above the middle Flower leads to the Climbing Stage. Climb, win, go onward.

The second door up from the climb Stage is a room of food. Chow down! The next door up is the Feeding Stage. You're

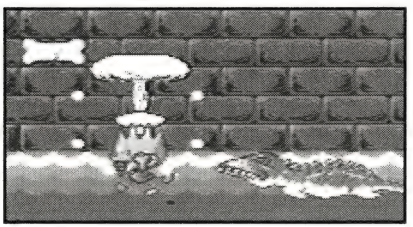
looking fat, Bonk! After you exit, you'll need to execute a tricky jump to get up to the next ledge. Climb up to the row of three doors with a Flower next to the middle one. Enter the middle door for more goodies.

Finish climbing up, run to the right, and you're done!



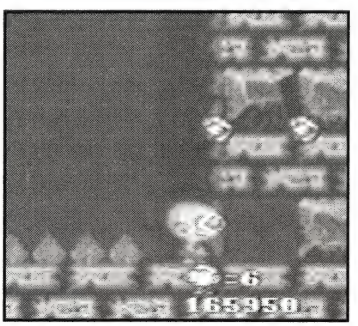
Head juggling.

Level 5-2. You're in a castle now. But there's no time to enjoy the view; instead, hustle to the right. There'll be lots of enemies coming at you, but nothing you haven't beaten before. Keep going until you reach the water. There's a piece of Meat in there, but lots of crocs are guarding it. Eat (or don't) and jump onto the floating bone. Jump up from bone to bone until you reach a long corridor in the wall. Run into it (or Spin Jump).



Level 5-3. Whoa! That was a long fall! But Bonk's okay. Swim down and to the right. This part is very tricky; you have to swim above the spikes on the bottom. And fish will be swimming at you too! Head-butt them as you swim. If you've been practicing your head juggling, you can rack up a lot of points on this stage. Watch for opportunities.

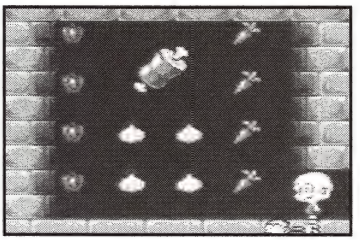
The passage will open up a bit, but that's not quite good news; this means that crocs are ahead! Avoid them and keep swimming. Or use some of them for some croc juggling. When you reach a wall on the right, look closely at it. See a brick with a bit of color to it? Break it and go inside the room it hides for some food and Large Meat.

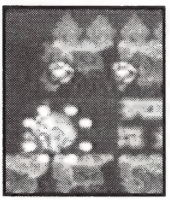


Break the special brick.

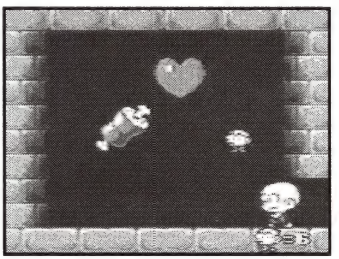
Swim up until you reach the top, and then swim left. As you exit the narrow channel, look at the bricks again. See another one with a bit of color? This one leads to a food room. Continue left. This is a long channel; be

patient. Once you reach the end, swim down and break the brick to go into the room. A Little Bonk, a Large Meat, and a Large Heart! Grab them and exit. Deal with the turtles to the left, and enter the elevator.

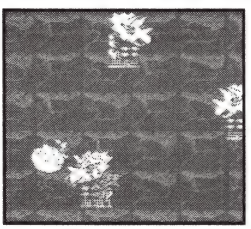




This is the first in a series of rooms. At the start, a new enemy attacks; the Tyrannosaurus Rex! These will be after you for the rest of this sub-level. Run to the right, hitting the Rexes. A Spin Jump helps here. One trick is to hit a flying Rex and Spin Jump all the way to the ceiling, then spin right and cover lots of ground... air, actually! Finally, you'll come to the elevator.

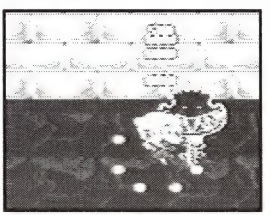


The enemies on this level are bubble-spitting skeletons! Head juggle their bubbles against the wall to the right for an endless harvest of points. Charge up to your heart's content. They won't run out of bubbles any time soon. When you're as charged as you want to be, run to the left, defeating the skeletons and watching out for the lava pits. Go into the elevator.



This level is all timing to avoid the spore-spitters on the ceiling. Run between the spores. Avoid the patches of Flowers; they're all Bonktraps. There's a new enemy after the patches; dinosaurs that appear and disappear! They're not tough to beat. Run to the elevator and get in.

Level 5-4. Those square bricks look pretty solid, don't they? Unfortunately, they're not; they'll split in two a second after you jump onto them. So speedily hop upwards from brick to brick. You'll come to some floating bones; hop on and float up. Then you'll be set upon by some Rexes; butt them and use the bones to climb upwards again. These

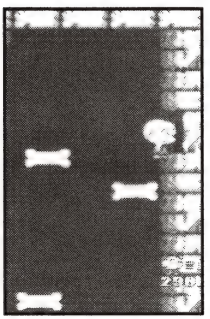


Bonktrap charge up.

jumps are tricky, so be precise! Get rid of the pterodactyl and climb again.

Keep climbing until you reach a group of floating bones. Jump on the one floating against the right wall.

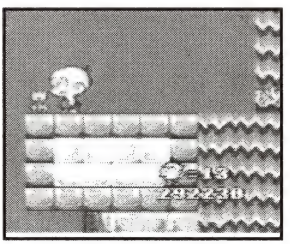
Split blocks.



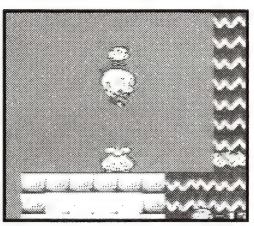
Break the second block from the top and enter the room. A Little Bonk, Large Heart and Large Meat! All right! Leave the room and jump to the left, across the bones, until you get to the elevator. Going up!

Level 5-5. Run to the left. Look! It's all your friends. Or is it? We'll find out soon enough. Try jumping and breaking the blocks as you run along. Get into the elevator.

Get rid of this crocodile and grab the Small Meat he's holding. Then set the Turbo Switch on Button I to the top. This is a big waterfall, and we're going to swim all the way up! There are lots of fruits and vegetables to collect along the way, and a few eels to hit. At several points along the waterfall, there are hidden Flowers. Try head-butting thin air on the ledges; if you see explosions, keep butting until a small Flower appears. Grab the small one and a big Flower will appear.

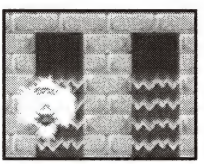


Secret flower.

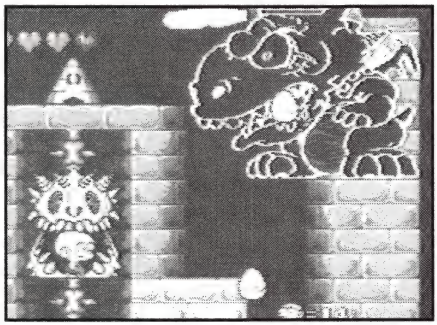


Another secret.

You'll reach the top soon enough; get into the elevator. Whoa! What's that huge shadow? It's King Drool—or is it? He'll spit four eggs and float away. Run to the right and climb the waterfall on the left. At the top of it is a room with Large Meat, Large Heart and Little Bonk! Now jump over to the other waterfall and enter the room at the top of it. Grab all the food.



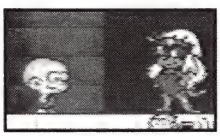
Now run to the right and jump up. Be quick; these are splitting blocks! Jump to the left once you reach the top. Now walk to the gross-looking door and go inside. Whoa! These long falls are scary! And where are we now? Back at the beginning of 5-5? Oh no! Well, let's start going to the left again. What kind of game is this?



There's Huey—hey, there's one of the eggs King Drool dropped! And it's bringing Huey to life! Beat him the same way you did before, then run left into the next room with Gladdis. Be sure to jump up and break the blocks in the corridor between Huey and Gladdis.

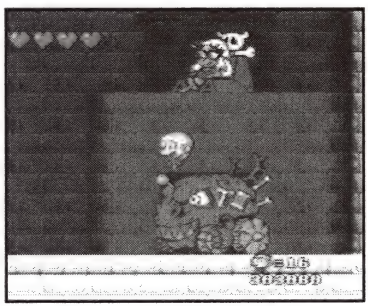
After Gladdis, you'll face Kongo Zilla and Punchy Pedro again. You know how to beat them, don't you? Break the blocks in between each of them for goodies. After Pedro, you'll come to an empty elevator shaft. Walk into it and you'll fall!

Run to the right. There's a few more goodie-filled bricks to bust. Then you'll meet the Princess! Or is it? No time to think about it—because she leaps into her throne above and calls T. Ractorhead! This guy is very tough. He'll throw a variety of weapons at you. He's got only one weak spot. You can figure it out, though. But see The Secrets if you can't!



Princess?

Once T. Ractor is beaten, the Princess will start to glow—and turn into her true self! Listen to what she has to say. Then follow her through the door. Run to the right. Break the blocks in between the collapsing blocks for a Large Heart and a Little Bonk. Then get into the elevator with the Princess. But how's it going to work?

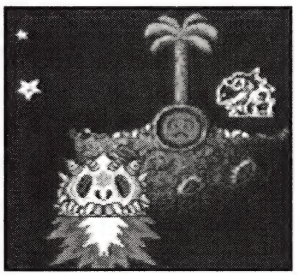


Oops. It's T. Ractorhead!

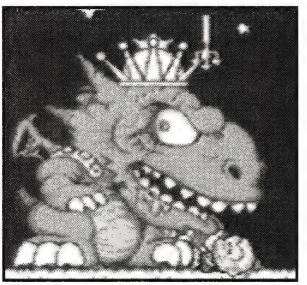
It's not an elevator. It's a rocket—straight to Moonland!

Level 5-6. King Drool broke your rocket. Now you're stranded on the surface of Moonland. Where's the Princess? Run to the right.

When the screen starts to flash, King Drool is ready to make his appearance! We'll let you figure out the final battle for yourself, see The Secrets if you can't seem to beat Drool. Finish him off and sit back to enjoy a much-deserved reward!



Is this the end?



SHH... THE SECRETS

How do I win the various Bonus Stages? Here's a guide to each Stage for you:

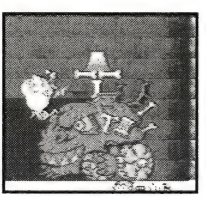
Climbing Stage. Make sure the Turbo Switch on Button I is on high. Then jump onto the Cliff and you'll scale it in no time!

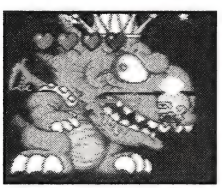
Feeding Stage. Use big jumps to go from Yellow Flower to Yellow Flower. Try jumping straight up once, then jumping to the next Flower, then jumping straight up again, and so on. This will help you to establish a good rhythm.

Spin Stage. Jump off the Cliff and hold down Button II. When you decide to release the button is up to you, but it's better to release a bit early and land on your feet than to go for extra spins and land on your head!

Volcano Stage. Move Bonk so that he's standing exactly in line with the second plant of the bunch of three. Then butt the rock to your right, quickly turn around, and butt the rock to your left. There are 60 rocks in all—can you get them all?

How do I defeat T. Ractorhead? Spin Jump and butt the antenna on his nose.





'Bye now!

How do I defeat King Drool? Keep Spin Jumping and hitting him in the nose and face. His shadow will eventually turn into the real thing. Once he's beaten, sit back and enjoy the show!

CHAPTER 5

Double Dungeons

Distributor: NEC
Game Type: RPG

WHAT'S GOING ON?

Who knows? Here you are, a peace-loving vid-gamer, and you're thrown into this narrow-walled dungeon. With 22 levels to explore, all you can do is set off with a measly dagger and a pan lid, of all things, for protection.

WHO ARE YOU?

You're an adventurer, a daring explorer who's willing to brave the madness of these increasingly difficult dungeons.

PLAYERS

Explore solo, or join with a friend to explore the maze, viewing the map in two side-by-side images on the screen.

SCORING

There's no exact score, but there are many goals in this game. First, you want to explore each maze thoroughly. As you do,

you'll gain experience points. As the experience points add up, you'll gain hit points and gold. Then, when you defeat the boss of each level, you'll gain part of the password for the final maze.

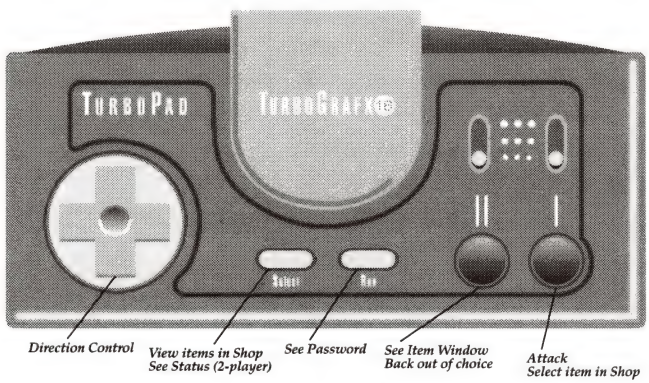
LIVES AND HOW TO LOSE THEM

When you run out of hit points, you run out of luck—for a moment. Actually, you end up back at the beginning of the current maze with no gold. You keep all your weapons and other possessions, though. So just start out again. If you've been mapping (or reading this book), you'll be able to find your way back to where you died very quickly.

CONTINUES

Continue as often as you like. You never really die. In fact, you can explore each of the first 21 mazes at any time. Only the 22nd maze is closed to you until you complete the others and gain the password. You start each maze in the same sorry state—with no armor or experience points—so you can start out in the 21st maze if you want. Be forewarned, though. The mazes get bigger and bigger as you progress.

CONTROLS



WEAPONS

In addition to the dagger you begin with, there are a variety of weapons in the game. They range from ordinary swords and axes to exotic items like the Zagnal (whatever that is). Since you start each dungeon level from the beginning, you'll get very used to the weapons in the shops.

SPECIAL ITEMS

In addition to the weapons and armor available in shops, there are also healing potions and special items. Some items are for sale. Others only appear when you defeat an enemy or open a chest. The Double Dungeons manual details many of the special items, but you'll need to keep your eyes open for the Unicorn Key which opens the door to the Boss of each level, and also for the Crystal Mirror, a powerful weapon you'll want to have if you finish this game.

FRIENDS

In the two-player game, the second player is definitely your friend. If you gang up on powerful opponents, and especially on the Boss characters, you'll find the game much easier to beat.

ENEMIES

Enemies range from practically defenseless green slimes to ghouls, imps, hawks, and a wide variety of other monsters. Although their names and faces vary, there is basically just one way to defeat them. Attack! In fact, put Turbo on and hold down that button. You'll have to leave a trail of slain creatures behind you if you hope to succeed.

STRATEGY SESSION

General Strategies

There's only one real strategy to this game. Fight. If an opponent is too strong, leave and come back later. Otherwise, just fight everything and earn points and gold.

Find the shops as soon as possible. You've just got to get rid of that pan lid and get into some good armament.

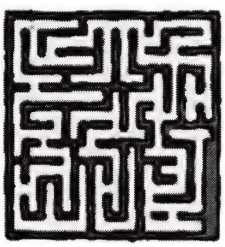
You really want to map the game. Some of the easier levels are simple enough, but the later ones are killers. In fact, to save you the trouble, we've found a few maps to help you out. But for the most enjoyment, make your own. But bring along graph paper in the large size!

If you're not the mapping kind, you can somehow blunder through this game, but frankly, you'd probably get pretty bored before you completed all 22 levels. This is a repetitive game. Map and dungeon freaks will have a field day. Other players, particularly those who want fast action or who like a more involved plot, will probably never get to the end of this game.

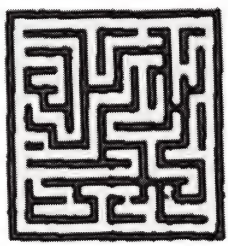
This game is more fun when played with two friends at the same time. There's something goofy about meeting your friend suddenly in the twisty halls. He (or she) is the only being you'll see that you won't attack (other than the shopkeepers and innkeepers).

Anyway, while we were exploring the mazes ourselves, we came across some old bones—travelers like us who had met an untimely end. Poking out of the rubble of bent and broken swords and armor was a small leather case. Carefully opening the case, we discovered a wonderful treasure. Maps! These brave explorers had actually made it to the end of the quest, only to meet their doom at the end, before they could share their knowledge with anyone. Fortunately, they did not perish in vain. We have been able to salvage the slightly damaged maps, and we offer them to you. You'll have to find your way to the shops and other landmarks, though. The markings for those places were unfortunately lost when we restored the original maps. Still, you should find these pages to be of immeasurable help. Good luck!

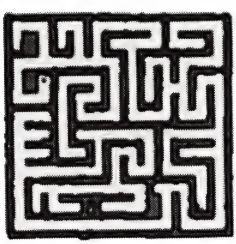
Level One



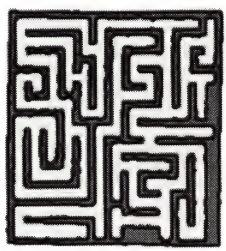
Maze 1



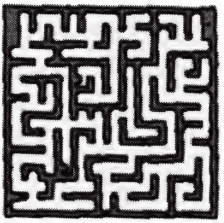
Maze 2



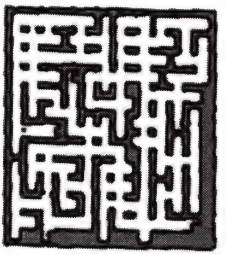
Maze 3



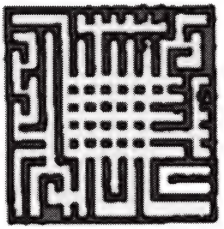
Maze 4



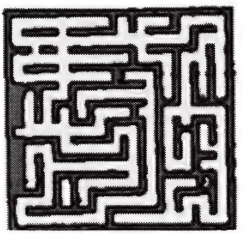
Maze 5



Maze 6

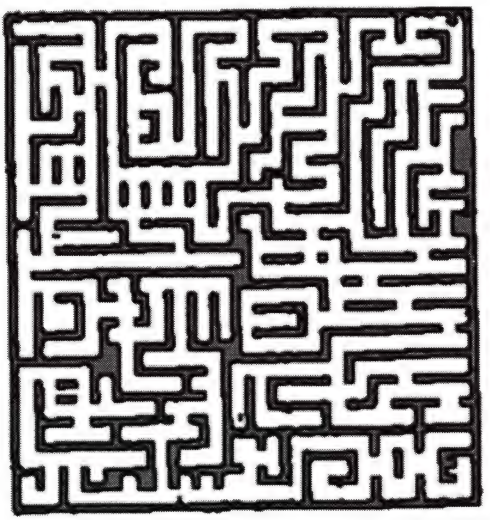


Maze 7



Maze 8

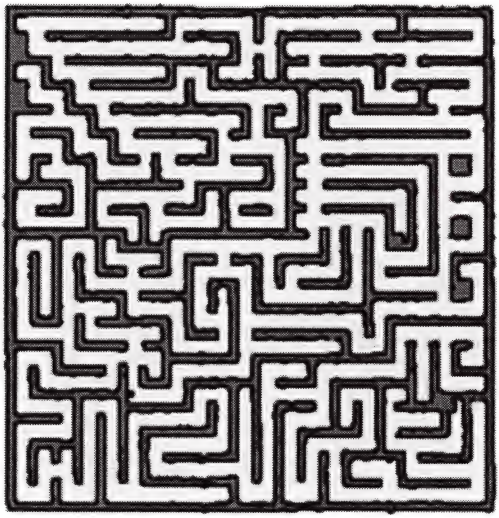
Level Two



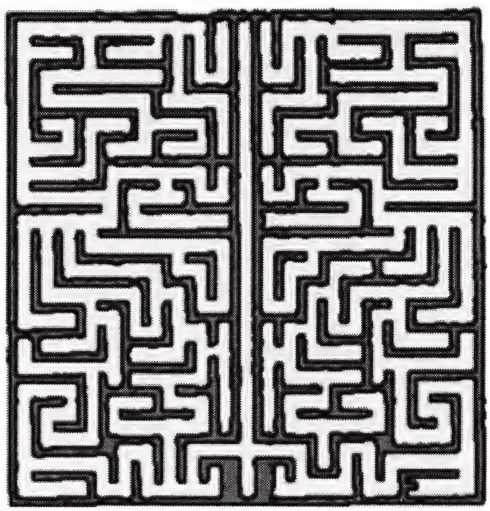
Maze 9

Maze 10

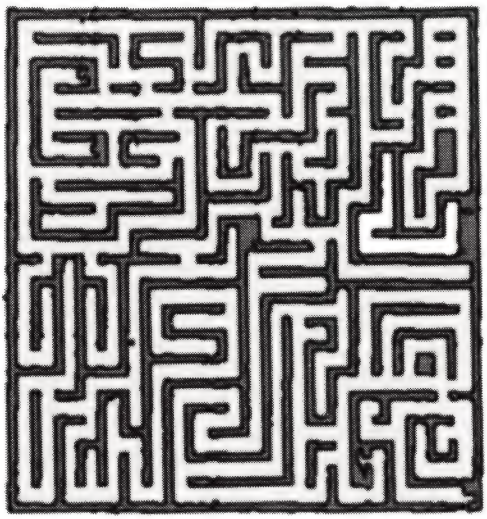
Maze 11



Maze 12

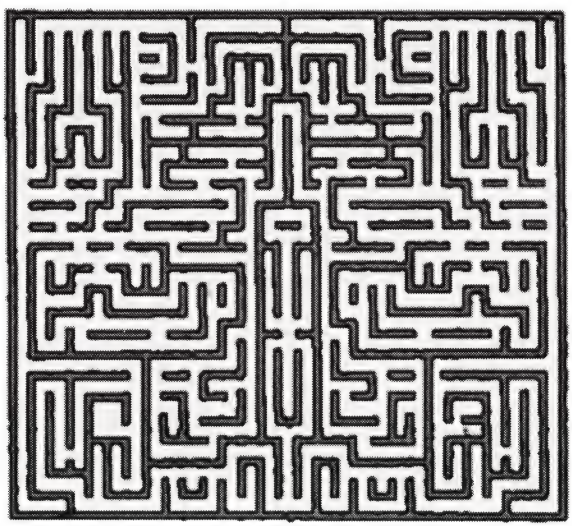


Maze 13

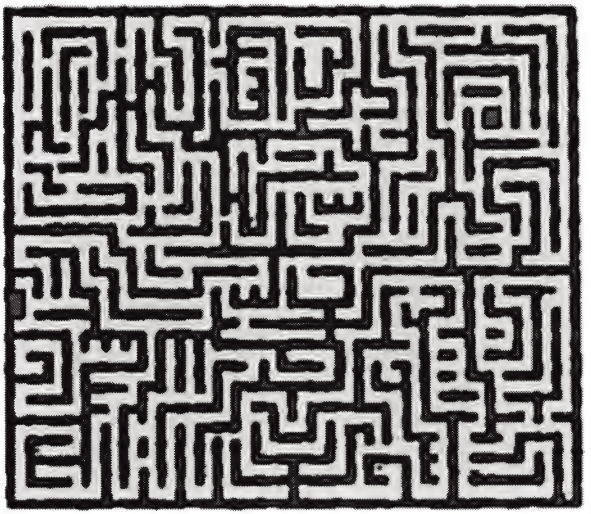


Maze 14

Level Three

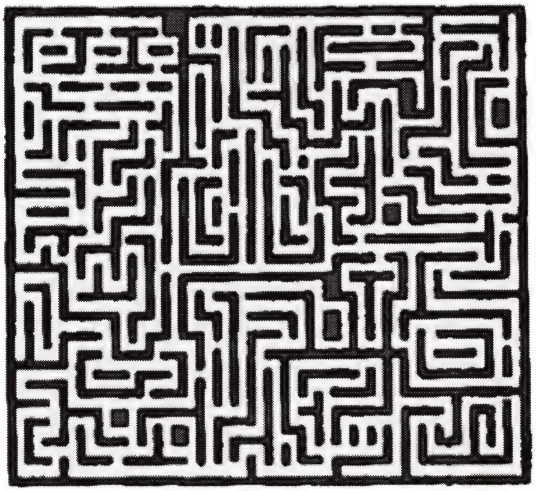


Maze 15

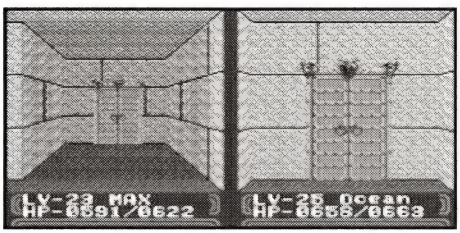


Maze 16

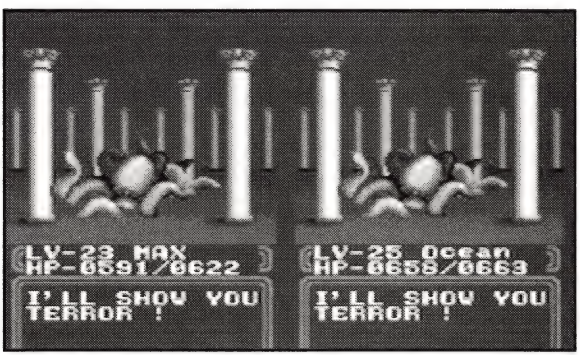
Maze 17



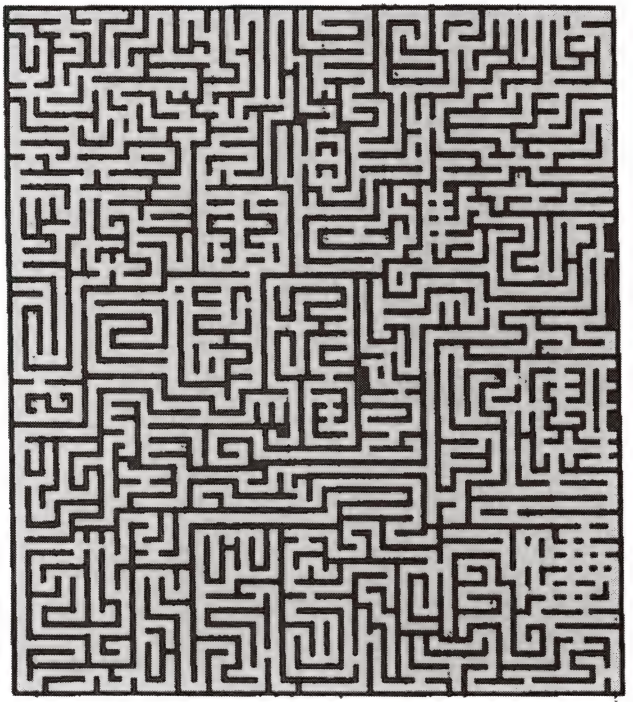
Maze 18



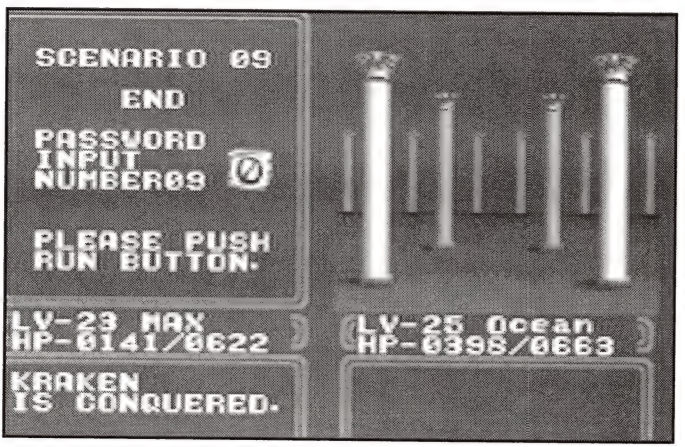
Use the Unicorn Key to enter the Boss' door.

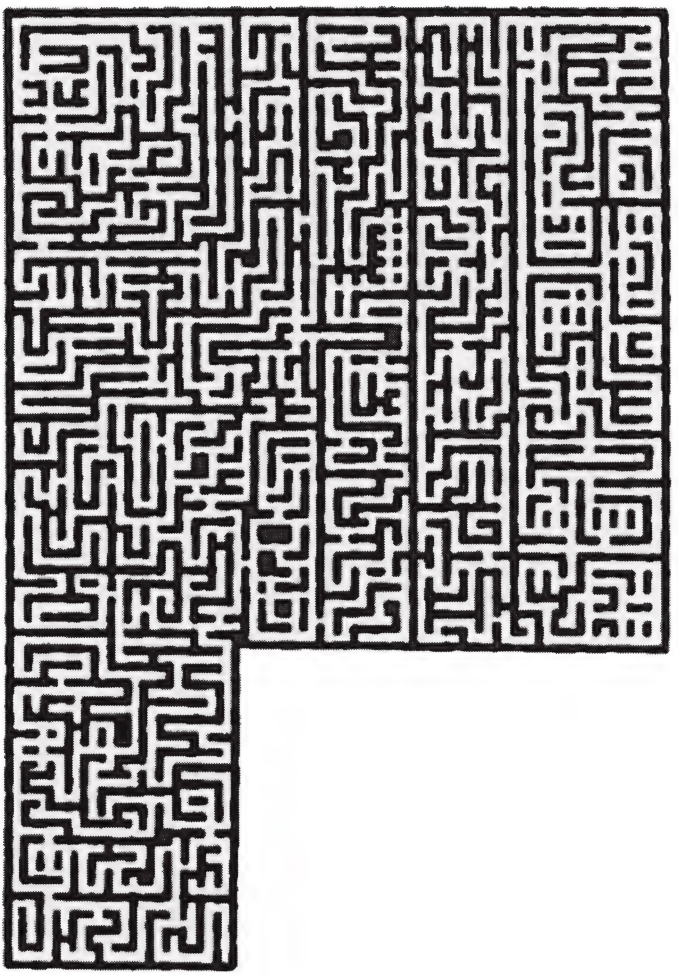


Level Four

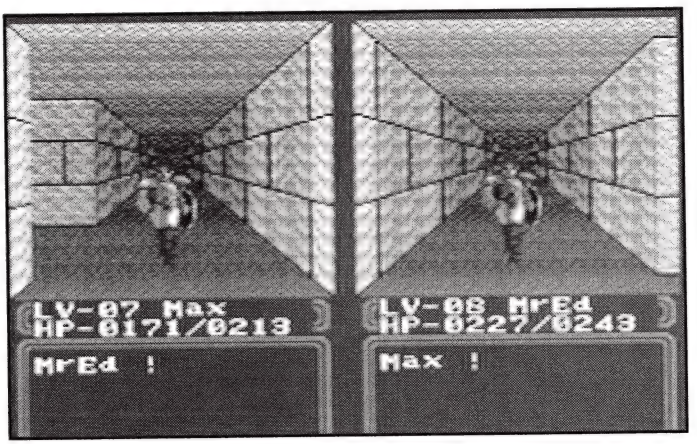


Maze 19

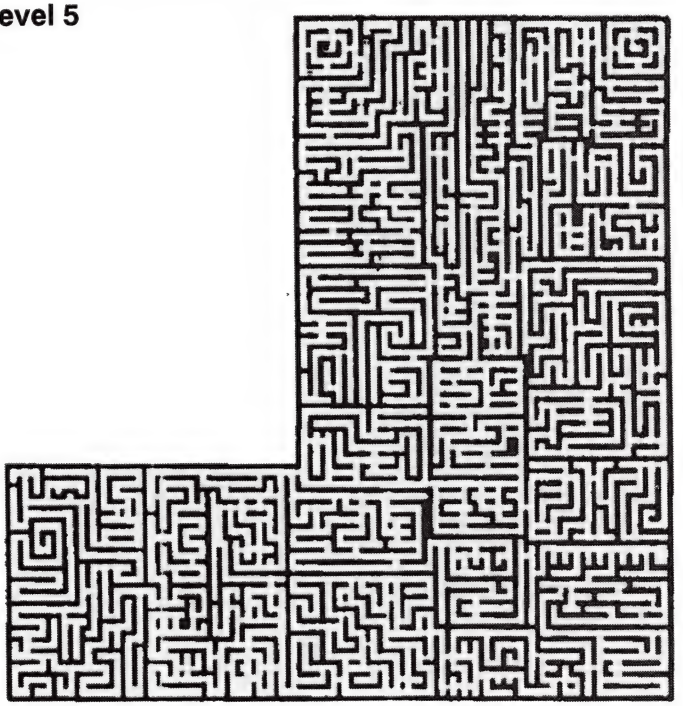




Maze 20



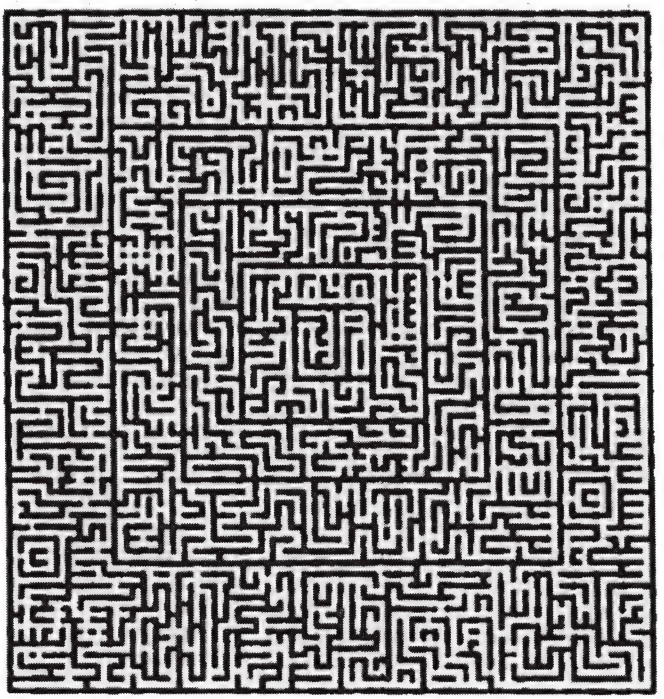
Level 5



Maze 21

Level 6

This is it. The final level. Can you find your way through this?



Maze 22

CHAPTER 6

Dragon Spirit

Distributor: NEC
Game Type: Arcade Action

WHAT'S GOING ON?

Amur's adolescence was different from most boys his age. Instead of mutating into an adult, Amur mutated into a huge Blue Dragon! Amur decided to put this interesting turn of events into good use. He's off to rescue Alicia the Princess from Zowel, the Demon of Darkness. Alicia could learn to love a dragon—right?

WHO ARE YOU?

Formerly Amur, now the Blue Dragon. Wait until you show off your powers to the kids at school!

PLAYERS

Dragon Spirit is for one player only.

SCORING

Shooting Zowel's evil henchbeasts racks up the points. You can also collect a Diamond or Gold dropped by a recently-deceased enemy.

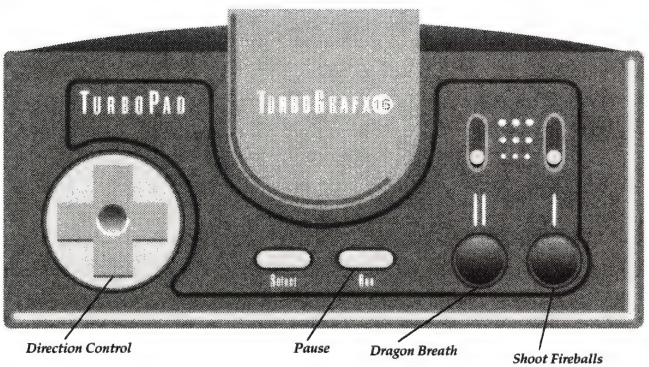
LIVES AND HOW TO LOSE THEM

Amur/B.D. starts out with three lives. Each life has a Life Gauge with three segments. Each time you're hit by enemy fire (or the enemy, for that matter), you lose a segment. Lose all three segments and you lose a life. You can win an extra life by collecting three Purple Hearts.

CONTINUES

Nope. You lose, and you get to start all the way from the beginning. There might have been a continue, but Zowel was so evil it disappeared!

CONTROLS



WEAPONS

Besides Amur's "built-in" weapons, there are lots of Power-Ups and Spells to collect. Power-Ups are contained inside the Red and Blue Eggs you'll see on the ground, and Spells are held by blinking enemies. Some Spells are weapon-related, others are special (and therefore under Special Items). Here are the wicked weapons.

The Red Power-Up increases your Fire Gauge by one unit.
The Fire Gauge is a handy device that, when filled, increases Amur's firepower! When you collect three Reds, the Fire Gauge will be filled—and Amur's fire will double in power! Collect three more and the fire power will double again! If you're damaged, you lose a level of power.
The Blue Power-Up gives Amur some company—by giving him an extra head! This head works just like any dragon head, shooting weapons and the like. Amur can have up to

three heads. Being damaged causes one head to disappear. Amur will always have at least one!
The Torch Spell gives Amur fireballs at eight times the normal rate! This lasts until you're damaged.
The Expander Spell gives Amur's flames a wide range of attack. This lasts until you're damaged.
The Homer Spell gives Amur the ability to fire guided missiles at the enemy! This will only last a short time; if you're hit before it runs out, you'll lose it that much faster.
The Earthquake causes a tremor that wipes out any enemies on the ground.
Decrease Power reduces Amur's power level by one. Why do you need this? Actually, you usually don't.

SPECIAL ITEMS

The Reducer Spell shrinks Amur, making it harder for the underlings of Zowel to hit you. This lasts until you are damaged, or pick up a Blue Power-Up.
The Purple Heart is really an Egg. Collect three Hearts and you've collected three Eggs, which means an extra life!
Power Wing gives Amur invulnerability for a limited time.
The Diamond is worth 1,000 points.
Gold is worth 10,000 points.
Speed Up increases Amur's speed. There are three levels of Speed Up, and they are lost by being damaged.

FRIENDS

Nobody. You're flying solo.

ENEMIES

Here are a few of the opponents Amur will hopefully toast on his travels.

The Big Flap is a big moth that flies down at you.
Tusks are formation-flying monsters that zoom at you very quickly.
Dragon Masters are dragonflies that swarm around the Jungle Area.
C-Serpents swim around in the oceans, looking for human morsels. One of these is the Boss of Area One.
The Mammoth is a huge hairy elephant that roams the Glacier Area.

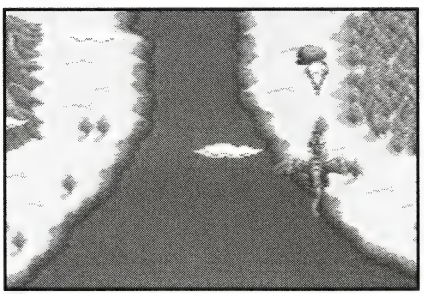
The Firebird comes from the fires of the Volcanic Area. One of these is the Boss of Area Two.
The Pterosaur hangs out with its brethren to do maximum damage.
Skulks slowly move in from both sides, surrounding you!
The Begonia is the Boss of Area Three. It's a huge flower with roots that cover the Jungle!
Traps are flowers that you don't want to sniff!

STRATEGY SESSION
General Strategies

Winning at Dragon Spirit is largely a matter of being properly positioned. With the Turbo Switches on, nothing can get past your fire, so you can't miss unless you're not aiming at the right place.

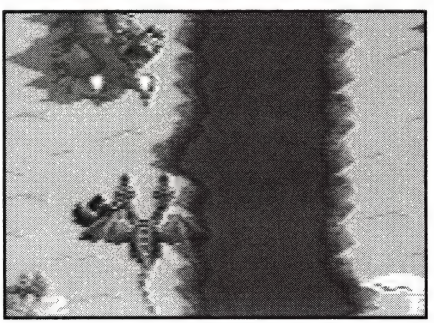
Amur moves pretty slowly at first, so don't try to bank desperately into position to shoot a wave of attackers. Letting them pass is better than being damaged, because points aren't as important as avoiding damage.

Area One—The Mountain Flatlands

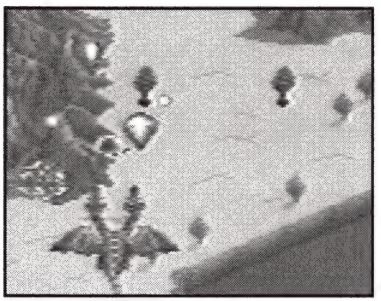


This area starts out very mildly. There are only a few waves of Pterosaurs and a single wave of C-Serpents to deal with. Practice moving Amur around while you still have the chance.

When you reach land, things will get a little more interesting. Crack open the red Egg on the right side of the screen and collect the Power-Up. The Fire Gauge went up—you saw it, didn't you? After a few waves of Big Flaps, there'll be a blue Egg on the left side of the screen. Shoot it and Amur's got two heads to tango!

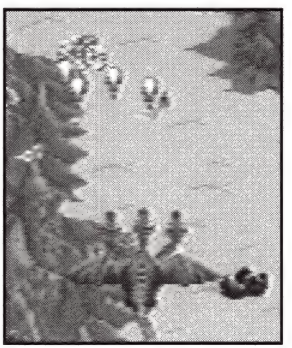


Watch out for the creatures that take off from the ground and attack in twos—they're quick! A few airborne waves later,



you'll be being shot at by some trees! Use your Fireballs—and remember that even the scenery is deadly.

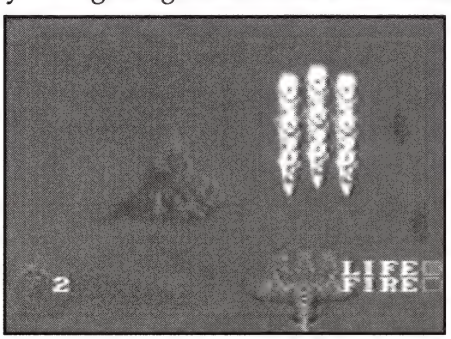
Another red Egg will come onto the screen after the first trees. You're almost powered up now. Get the blue Egg shortly after it and Amur's reached the limit as far as having heads. There's no more room on the front of his body! Right after this are the birds that explode into feathers when shot. The feathers will hurt you! They explode in the eight compass directions (north, northeast, east, etc.) so dodge them by moving at a weird angle to the explosion.

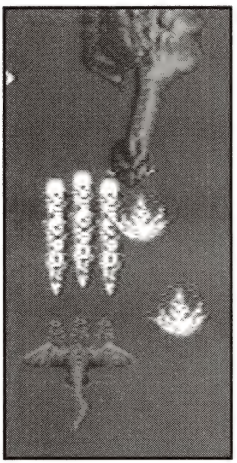


One of the birds will be holding a Torch Spell; this will make you even stronger than ever! Shortly thereafter will be the third red Egg you need. You can't see the effect immediately because of the Torch magic, but it's there. Trust us. Watch out for the simultaneous SAEGs (Surface-to-Air-Evil Guys) on the river.

The land will largely disappear except for a small peninsula on the right; a red Egg will appear on this shortly before it disappears altogether. Then some land appears on the left, with another red Egg. Waves of Pterosaurs and the feather birds will attack; nothing to worry about.

When you see small shadows underneath the waters, you're getting close to the Boss. Those shadows are deadly fish that leap from the water when they reach the top of the screen. They'll leap right at you. The trick is to be shooting at the place where they're going to leave the water; this way you turn them into fish filets before they even get a chance to look for you.





The Boss will be coming up very soon; but as long as you're still powered up, it will only take one or two hits to destroy this C-Serpent. He will only fire down, or diagonally left or right. But his neck moves at funny angles, so you may need to do a little dodging. He's a softy, though.

Area Two—The Volcanoes

You'll start out over the water, where more flying fish will attack. After a few waves of Pterosaurs, you'll reach land. The first wave to attack you over land holds a Spell, and a red Egg will appear to the right soon after this.

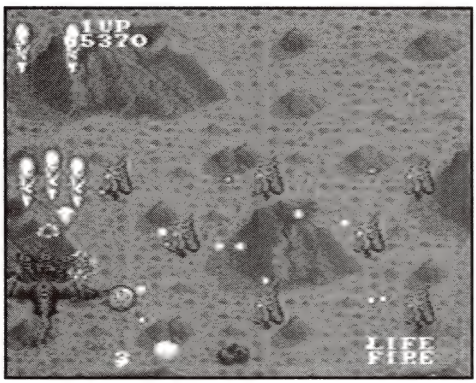
This is when the hot rocks start flying at you. When hit, they'll split into four pieces that will shoot off diagonally. You can hit these smaller fragments to totally destroy them. Just stay slightly to one side of each rock you shoot and the fragments will miss you or fly right into your line of fire.

You'll soon reach the rocky Volcanoes. Find the red Egg at the start of this terrain. Those hot flames spewing forth from some of these volcanoes are fatal. Strange they'd hurt a dragon. Maybe it's because you're blue. Who knows?

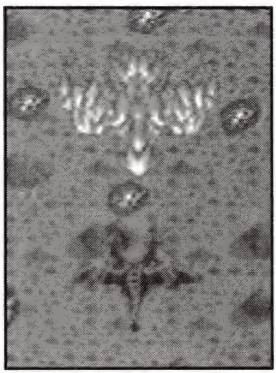
The Firebirds will start appearing. They'll fly from the volcanoes, looking to melt your wings! Give 'em some of their own medicine. There will be two blue Eggs just before the river of lava, in case you've lost your heads (grin).

At this point, smaller Firebirds will attack from the sides. Two red Eggs and a blue Egg will appear at various points during this part of the terrain. Then you'll reach a row of three red Eggs! But the ground fire will make grabbing these difficult—and hopefully you won't need them.

The ground support will get a lot better. After three more red Eggs (this time individually) appear, get ready for a whole



bunch of them with a single blue Egg in the middle. The best way around these is to fly to one side of the screen and zoom around the bullets.

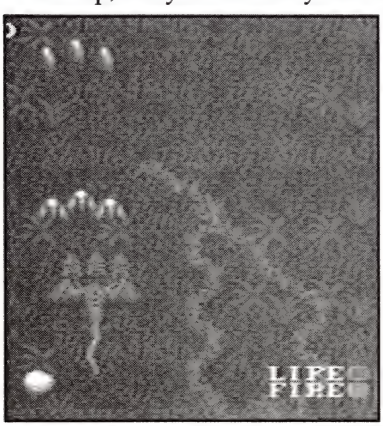


Right after them, the Boss Firebird will arrive. Here's what to do; stay inside the spinning hot rocks and shoot through the smaller rocks spinning around the Firebird. This will take some good positioning, but you knew that it would, right?

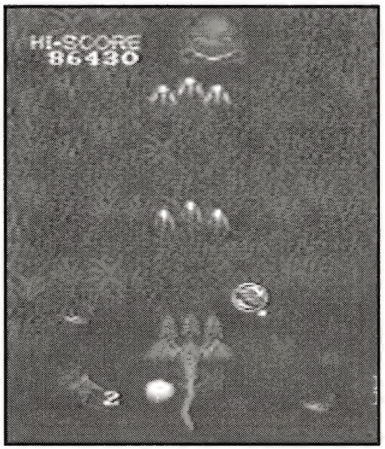
Area Three—The Jungle

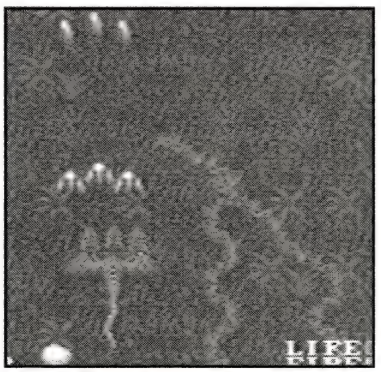
At this point, we'll stop telling you about the Eggs; they're quite visible, and you know to grab any of them you see. So we'll concentrate on your attackers.

For a while, you'll be attacked by fairly harmless Dragonflies. You'll need to zoom around the screen, but they're nothing really. The next two attackers are, though. If you blow them up, they'll not only shoot eight feathers, but five larger ones as well—and these ones angle downward! Scooting between two of the biggies is the only way to do it—but you still might lose a life at this point.



The nasties emerging from the large holes on the ground shoot five bullets in a downward spread—there's room to dodge between two of them. You can only Fireball them when they've come up to shoot at you.



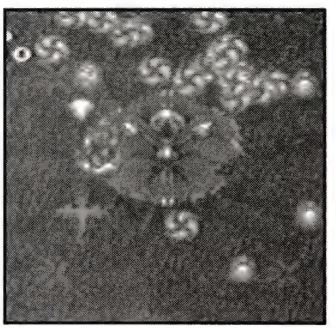


The Traps will show up soon—they're a lot like the trees, only they seem to shoot more. After some of these, the large birds will appear again. Be careful! Sticking to one side of the screen is safe, as long as you destroy everything on that side!

One of the large birds will be carrying a very handy Power Wing. Grab this and you breathe easy for the first time in the game! When you start to blink fast, it means that the Power is about to be turned off, so don't be in the middle of some bullets.

Here comes a tricky part. There will be cracks in the Jungle that will seemingly come to life and chase you! If you can shoot the cracks, they'll stop moving, but don't touch them! You'll need to dodge pretty well to pass these.

You'll have to deal with more waves of Dragonflies and large birds. Towards the end of these, one will hold the Reducer Spell. Grab it, because it will be very handy against the Boss: Begonia!

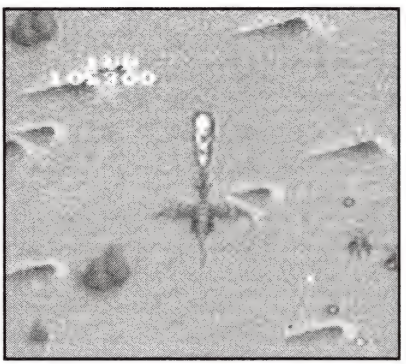


You'll have to Fireball all of the bulbs around this plant. The problem is, it'll be spewing huge spores! The spores can be shot or dodged. Try to start at the left and work your way to the right, slowly and carefully shooting bulbs while dodging the spores. You can do it, but you may need a bit of luck.

Area Four—The Desert

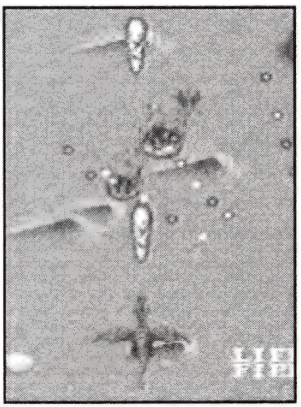
Right at the start of the level, you'll see a single sand crab scurrying along the hot sand below. There's more to come, that's for sure.

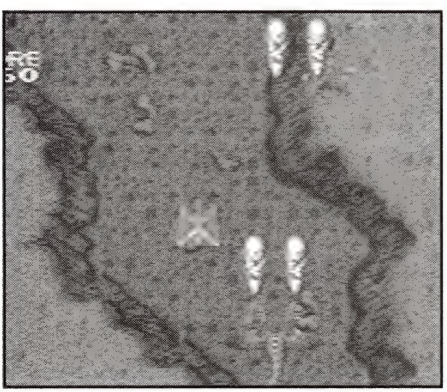
Some weird flying creatures will soar from behind you, spouting bullets in threes. They're not too hard to dodge as long as you stay toward the center of the screen. Soon the first real Pterosaur will soar onto the screen. He'll swoop around in a circle until you get him.



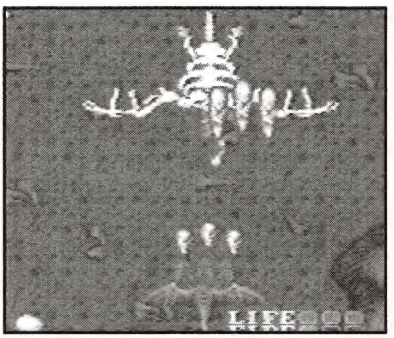
they disappear again. You can Fireball them, but it won't be easy. Then the sand crabs return, this time in greater numbers (told you).

Now sandholes will rapidly appear and disappear in the shifting sand, firing quickly before





Eventually, the desert will give way to rockier terrain, and your attackers change too. More SAEGs will take off from both sides of the screen; if you don't have power-ups, this will be tough. The ground attackers will also look different, but they're basically harmless since they don't move.



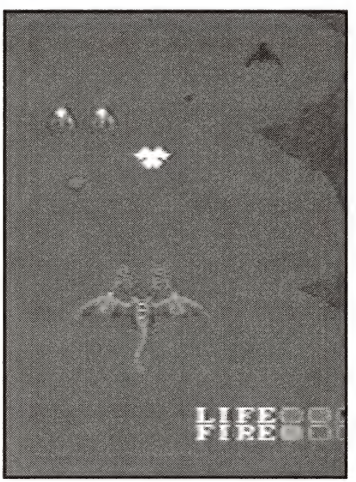
Watch out for the swarms of blue spores—these are quick once they get close to you. After a few of these, you'll see bones go flying across the screen—and form a huge skeletal Pterosaur! Shoot it in the heart and it will rather disgustingly blow up. Then shoot the throbbing heart before the 'saur re-forms!

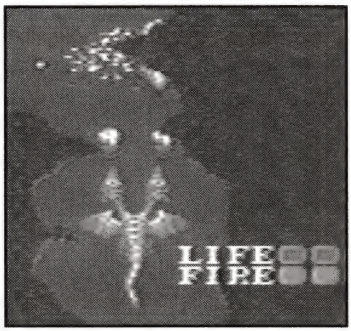
Area Five—The Caves

Things get nice and tight here. Don't scrape the walls of the cave—they don't promote healthy flying.

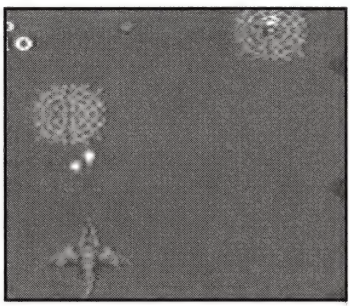
Decrease Power pods. Don't take them! Soon after them, the cave walls will start to sway back and forth. You should adjust to stay right in the middle of them—and get ready to go in either direction!

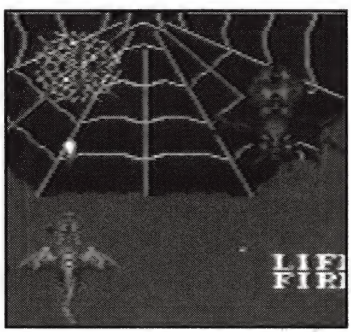
At the start, you'll have to negotiate a tight cavern, but the left wall will give way to give you some breathing room. Then the right one will follow. But they'll want to reach out and impale someone later—probably you! Black power-ups will be floating at you—these are the





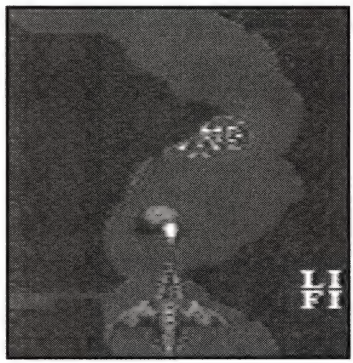
use whatever attack is appropriate to where they are relative to cave level. The walls are going to get real tight now. Try to zoom from



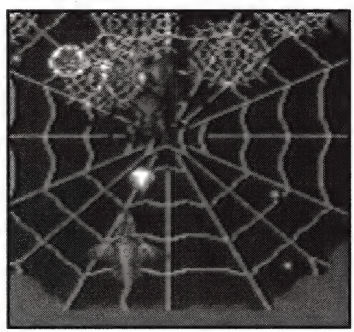


range. She'll take a long time to kill, mainly because if you try too hard to kill her, the weblings will quickly become a sticky problem.

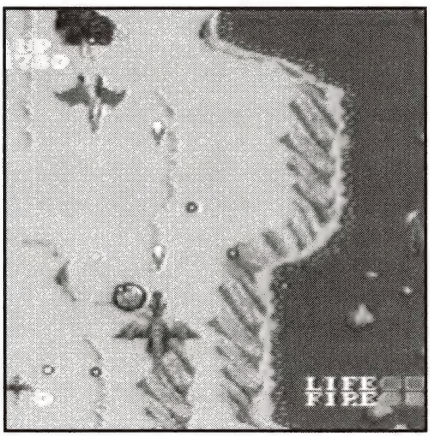
The spider webs and frogs will appear now. The webs have a spider on them that you must use Dragon Breath on; the web itself can be Fireballed or Breathed upon. The frogs will leap into the air on occasion;



one safe-looking space to the next; because when they come together you don't want to be between two jagged outcroppings. Negotiate these walls and you'll reach the Spider Boss!
This Boss releases staggering numbers of spider webs while she slinks around her own web. You'll spend most of your time shooting the webs, then Fireball the Boss when she's in



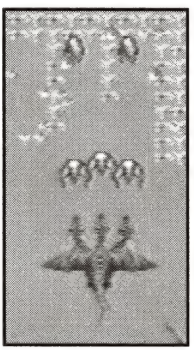
Area Six—The Glacier



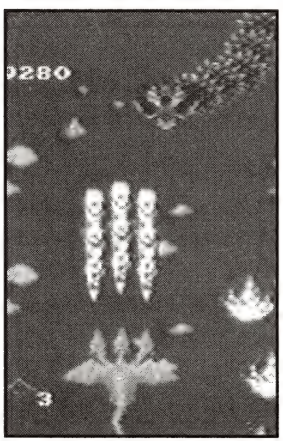
The beginning of the level is almost tranquil; just a few flying guys and C-Serpents. The new attackers will be waves of spinning blue guys that fire loads of bullets.

The Mammoths will also appear; Fireball them. They're fairly slow, so they're not a bother. The Pterosaurs will return; deal with them accordingly.

Lots of Mammoths and Pterosaurs will follow; as long as the fire button is down, you won't have a problem. Keep going and you'll eventually reach the Glacier walls. You can either dodge them or shoot them, but shooting them is going to be necessary very soon, so you might as well try it now.



Small skulls will start popping out of the snow; these are like the sand holes in the Desert. Be careful; you should concentrate more on the Walls since they're more of an immediate threat.

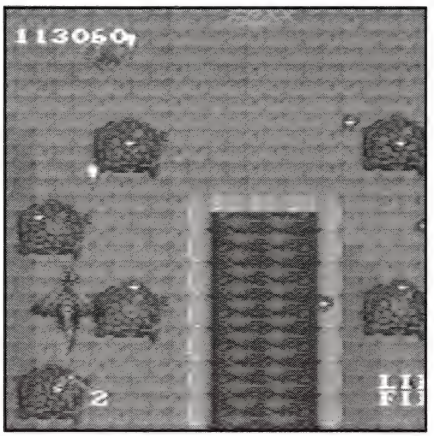


When you fly back over the water, thick waves of Skulks will attack from the sides. Catch them all with your fire! Then there'll be a small area of land again; if you get caught between two Pterosaurs, you're in trouble. Then you'll be back over the water again.

This is the Boss. He'll slither all over the screen, shooting fireballs rapidly. Aim for his head! If you have powered-up Fire, you're gonna have a much easier time.

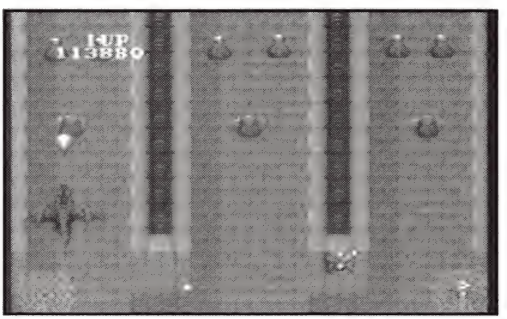
Area Seven—The Demon Palace (Part One)

The statues that guard the beginning of this level are just the start of a parade of weirdos. There will also be floor-crawling blobs that spit fireballs up at you; they're pretty easy to beat. So are the statues, thankfully.

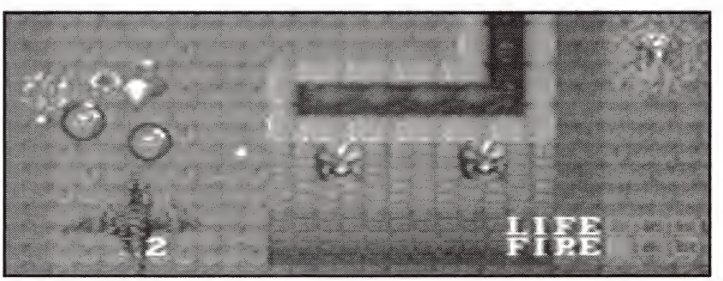


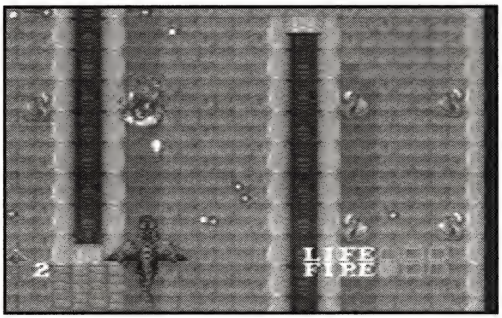
Watch out for the bats that will zoom from both sides of the screen; go to one side quickly. They'll appear right before the spider webs make their appearance.

When you come to two tunnels, each filled with blobs, choose one and shoot their fireballs as you soar down the tunnel! Don't worry about killing them, or they'll certainly get you first. This is very tough; you'll almost certainly have to try this a few times to get the timing down.

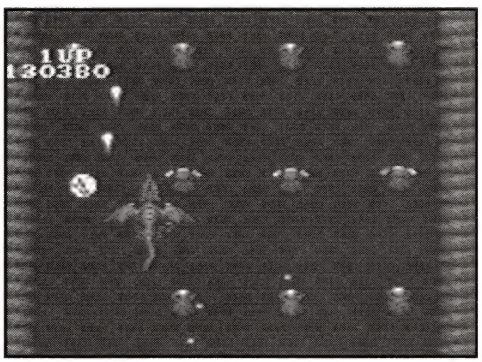


Right after that, there'll be three tunnels to choose from; the left one contains a blue Egg, the other two red





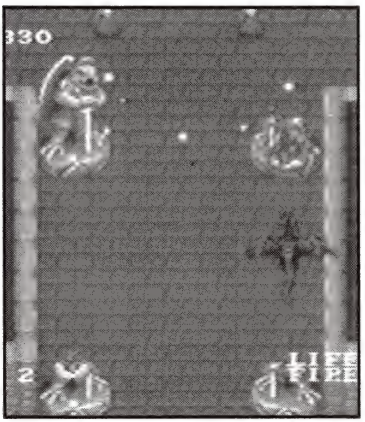
Eggs. After that, you'll have to negotiate several tunnels; they'll have floor-mounted cannons plugging away at you.



A wave of Frogs will attack next; make it past them and the scenery will change. Five rows of four ground pods must be passed. Fly to one side of the screen and dodge the fire; trying to Fireball your way through the middle is totally pointless.

It's Boss time! This time, the Boss is actually three large golden worms. They'll fire fireballs very quickly and very accurately. You must dodge back and forth quickly, but not all the way to the walls! Stay between the vertical stripes and you'll be all right. Having a power-up will make this Boss a lot easier.

Area Eight—The Demon Palace (Part Two)

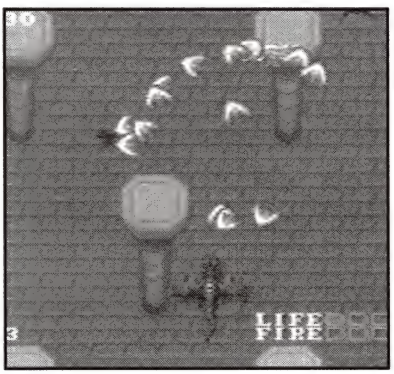


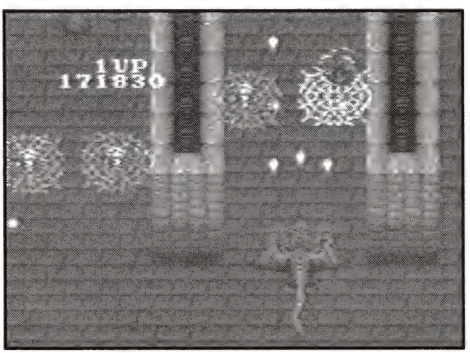
This level contains the same enemies as before; just lots more of them, firing a lot more! Nothing you can't handle.

After you reach an area that looks much like a bunch of giant golf tees, you've passed the first part. Watch out for the little ogres that scurry along the ground and throw bombs up at you.

Things really get interesting; daggers will shoot out from the walls at regular

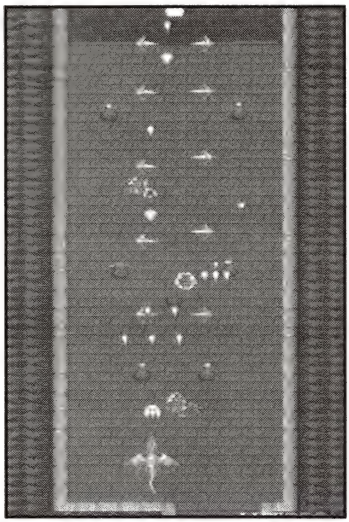
You want bats? You want power-ups? You've got 'em. An excellent one to look for is the Homer Spell;





this will make getting through here a lot easier. Are you past the golf tees yet? You've got lots more ahead of you!

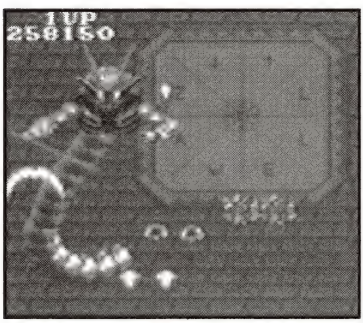
intervals. Get between them and you'll be in serious pain. Quickly fly past them, hiding in the spaces between them. This is as much luck as skill, so if you die, blame it on the game!



Make it past the daggers and you're here; Zowel (but he spelled it with with two Ls on the plate below him; evil guys are notoriously bad spellers). If you've made it past the obstacles before, Zowel should seem like a letdown, but if you can't finish him off, see The Secrets.

SHH... THE SECRETS

How do I defeat Zowel? He's only vulnerable to attack when he moves his stick to the side (so why does he move it? Because evil guys are dumb, that's why!). The ring of energy around his head will fly off to chase you around the room. It will track you until you manage to get below it; even then, it may double back. Shoot Zowel when the energy's around his head; when it comes off to play, dodge it until it returns to him, and then start shooting again. As with the other Bosses, a power-up of your Dragon Breath will make Zowel a lot easier to beat.



Want to continue the game? With Turbos off, press Buttons I and II simultaneously at the title screen. Hear a clink sound. Now you get up to 2 continues when game ends.

For a Sound Test, press L R D U Select L at the title screen.

To get a narrow screen, hold Select and press Run 57 times, waiting a bit between presses. Wait for a sound to indicate success. That's right... 57 times!

Want to amaze your friends with the highest score in the world? Find the perfect place to stop in Level Five and just kill the spider babies. You can keep at it as long as you want.

CHAPTER 7

Dungeon Explorer

Distributor: NEC
Game Type: Arcade Adventure

WHAT'S GOING ON?

The King—actually the former King—has called you to his side. Why, you wonder? He has no power over the kingdom of Oddesia, ever since the Aliens took over and spread fear across the land. Yet you go anyway and listen to his story.

He tells you of the ORA Stone, a relic with enough power to destroy the Aliens and restore peace to Oddesia! The Aliens know of the stone, however, and are searching for it—to use its vast power! Now you have to fight through the Aliens in your quest for the Stone!

WHO ARE YOU?

In Dungeon Explorer, there are eight different types of character you can be. Each type has a different weapon, and different magical abilities.

The **Fighter** is the best character of all in combat. *Weapon:* Sword. *White Magic:* Magic Shield. *Black Magic:* Magic Saber.

The **Thief** is quick and can take the items of defeated Aliens. *Weapon:* Dagger. *White Magic:* Magic Curing. *Black Magic:* Vaporizer.
The **Warlock** is a wizard with excellent attacking abilities. *Weapon:* Star Missile. *White Magic:* Stunner. *Black Magic:* Thunder Bolt.
The **Witch** is a female Warlock, but not quite as powerful. *Weapon:* Gleam Force. *White Magic:* Magic Curing. *Black Magic:* Alleviator.
The **Bard** loves to sing, but isn't as adept in combat. *Weapon:* Darts. *White Magic:* Teleporter. *Black Magic:* Music.
The **Bishop** has got powerful magic to make up for his slow speed. *Weapon:* Holy Light. *White Magic:* Mortal Bless. *Black Magic:* Vaporizer.
The **Elf** is very quick, but frail. *Weapon:* Power Bolt. *White Magic:* Magic Healing. *Black Magic:* Silencer.
The **Knome** isn't too quick or smart; brawn is its advantage. *Weapon:* Battle Axe. *White Magic:* Stunner. *Black Magic:* Vaporizer.

Each character has four basic statistics that describe its abilities. These statistics can't be improved permanently, but you'll find Special Items to boost them temporarily.

Agility (AG) is how fast the character moves. Since some characters move slower than others, you'll really want to speed up the slower ones in multi-player adventure.
Attack (AT) is the power of a character's weapon.
Strength (ST) is the bodily strength of a character. Higher Strength also means less damage from attacks.
Intelligence (IN) is the brainpower of the character. Higher Intelligence means more powerful Magic.

The various Magics and their effects are listed below in Weapons.

PLAYERS

In Dungeon Explorer, the more the merrier! With a TurboTap, you can have up to five players participating at the same time. This is very useful, as it makes your chances of success a lot better! You can also have a variety of characters, with different powers.

SCORING

Progress is marked, not by point scoring, but by your character's advancement. As you advance through the game, your character

will become more powerful. You'll need this power to take on the Aliens! There are plenty of places where you can gain the experience necessary to advance your character. You can save your character with a password; see Continues.

LIVES AND HOW TO LOSE THEM

You only have one life; however, you also have Hit Points. Hit Points are a measure of your character's vitality. Each time you're hit by an enemy, you'll lose some hit points. The more powerful enemies do more damage and cost you more Hit Points.

As your character's level increases, so will your Hit Points. The more powerful characters can have hundreds of Hit Points! You can also restore Hit Points by finding certain Special Items.

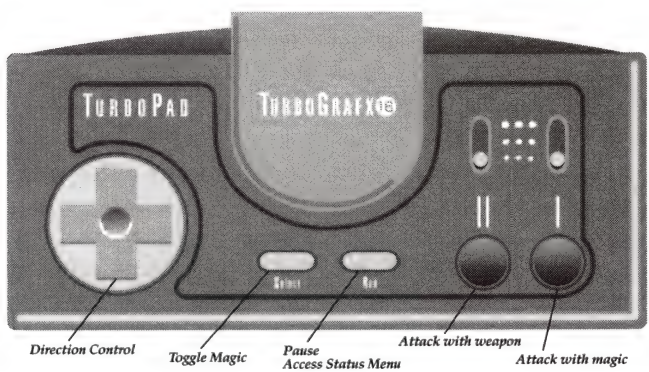
CONTINUES

Each character is given a password; this password contains all your character's information. You obtain the password by pressing Run during play and moving the cursor on the Status Menu to Password. Press a Button and your password appears. Write it down!

When you start your next session of Dungeon Explorer, select Password and enter your most current password. You'll start the game with the character you worked so hard to build up!

When exploring a dungeon, you can continue up to five times by pressing Run; after that you'll need to input a password again.

CONTROLS



WEAPONS

All of the characters' weapons are projectile in nature; while they're different in power, they're all used the same way—press Button II!

Magic has lots of different effects, and there are many different spells; each character type can only use two spells. Here are the different spells and their effects.

White Magic

Magic Healing restores a character's Hit Points.
Magic Shield will reduce any damage a character receives by half. This only lasts a limited time!
Magic Curing will restore the Hit Points of another character in a group of two or more.
Mortal Blessing does what it says—blesses your party!
Stunner temporarily freezes all the Aliens on the screen.
Teleporter takes the entire character party back to the tavern.

Black Magic

Magic Saber doubles your Attack power.
Thunder Bolt causes damage to Aliens on the screen.
Silencer is a sound-wave attack.
Vaporizer zaps some of the Aliens on the screen.
Music will change the background music of the game. It has no effect on the game itself besides this.
Alleviator does damage to the Aliens, like the Thunder Bolt.

SPECIAL ITEMS

The Special Items are called Accessories, but that sounds too much like stuff for Barbie dolls. Let's stick with Special Items, okay?

White Magic is a bottle that gives you one charge of White Magic.
Black Magic is a skull worth one charge of Black Magic.
The Drink of Vitality restores all your Hit Points.
Boots of Agility raise your Agility for a while.
The Edge of Attack raises your Attack points temporarily.
The Crown of Intelligence pumps up the old brain cells for a limited time.
The Ring of Resistance will keep the Aliens away from you for a short while.
Holy Water drives the Aliens away from you for—yes, a limited time.

The Reflector will cause your weapons shots to bounce off the walls!
The Ring of Healing brings your Hit Points up to snuff.
Plant the **Seed of Life** and see what happens.

FRIENDS

All of the citizens of Oddesia want you to win. Just about every building contains someone with information for you. Take notes; you'll need them!

Perhaps your best friend is the King. He's who you talk to at the start of the quest, and you must return the ORA Stone to him to restore the kingdom. Return to the King after defeating each Alien Boss and he'll give you some Magic.

ENEMIES

The Aliens, being Aliens, have many Alien forms! There are both the generic Aliens and the Boss Aliens. Many of the more common aliens seem to appear from Globes set here and there in the ground and in the dungeon floors. If you shoot the Globe, the aliens will stop coming. Here's a summary of your foes.

Green Caterpillars take a lot of damage, and will poison you with their bite.
Crawlers are weak against Magic.
Deaths are very strong, hence the name!
Splatter Slime is slow and easy to smush.
Goblins are demonic children! Use Black Magic.
Metallic Slime must have eaten one too many suits of armor! High Strength.
Skeletal Knights fling swords your way. They're resistant to Magic.
Mudmen try to run into you with their mass. Don't use Thunder Bolts on them.
Will O' Wisps flit about randomly. Use some Magic.
Reptile Men are strong and quick, but vulnerable to Magic.
Zombies are undead creatures that keep on coming! Don't use Mortal Blessing when they're around.
Evil Ants are superior Aliens, with Magic being their only real weakness.
Enchantresses are grotesque vegetables that will poison you. Try some Magic.
Bullbeast is big and bad.
Gutworm looks like it was born inside-out!

Grimrose doesn't come up roses.
Catakiller crawls around like a caterpillar.
Tigerbeast is a huge Alien tiger!
Alexis is a beautiful woman that turns ugly when the fighting starts.
Cyclopus can become invisible!
Death Reaper is a hooded figure that splits into four images!
Splatter Slime spits slime as it oozes around.
Gargon is a three-headed dragon that spews fireballs.
Octopolus has lots of eyes, not arms.
Halatos is a huge three-headed lizard!
Judas is both the King's assistant and something more sinister.
Natas is the evil leader of the Aliens!

STRATEGY SESSION

General Strategies

If you're playing by yourself, the Fighter is the best choice for a character. He's got a great Attack, his Hit Points are high, and his other stats are good. If you can drag along some friends, choose the Warlock, then the Thief, Elf, and finally the Knome. The Witch isn't as good as the Warlock; the Bard is too weak (if you don't like the background music, turn it down!); and the Bishop's similar to the Witch. Of course, you'll develop your own favorite characters, which may or may not be on the recommended list. This will just make your mission more of a challenge!

Right from the start, you'll learn that your freedom to roam the land is restricted. In fact, many areas of Oddesia are unreachable until you complete missions elsewhere. Listen to the information people give you and follow the instructions you receive. If you don't, it will be hard to win!

You can sit in one area of a Dungeon or overworld area and kill Aliens without shooting the Globes, collecting the Items they drop. You can't power up like this forever, though; after a while an indestructible White Spark will show up. The only way to lose the Spark is to go up or down some stairs, or to leave the screen you're on.

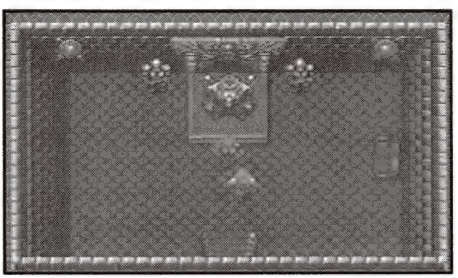
In Dungeon Explorer, collecting information and using your wits to make sense of it is half the game. This chapter will guide you through the game and its plot, but will take away the fun of figuring out the puzzles for yourself. For those of you who want to play the game through without using the guide, we've put some questions and answers in The Secrets for tricky parts of the

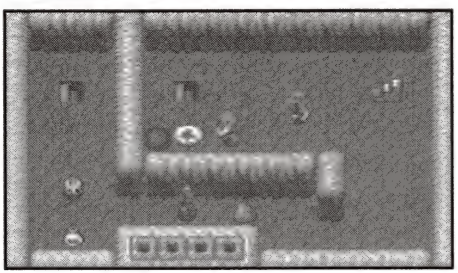
game. Try playing on your own and referring to The Secrets if you need help. If you really want help going from start to finish, read the walkthrough that follows. We don't describe every alien obstacle you'll encounter, but we do guide you to and through all the mazes and we provide some hints how to beat the bosses you'll meet.

If you follow the instructions below, you'll move from one area to the next. If you choose to play through the game on your own, you may wonder what to do next from time to time. There are two choices: 1) Continue to explore deeper into the unknown territory. 2) Go back to Axis Castle and ask the King. He'll tell you what your next quest is.

Starting the Quest

You start out in the Tavern. Select a character type (or enter your password, although you probably won't have one yet!). Then leave the Tavern. You'll appear outside. Now walk North. You'll see two knights guarding the entrance to Axis Castle. Keep walking until you reach three black doors; take the middle one.





Now you're inside the Castle. Walk North again and you'll be in the King's chamber. He'll tell you to go to the Loch Dungeon, south of this Castle. He'll also give you some Magic. Thanks, King! Now leave the Castle and walk South. Walk through the hole in the hedge. Now you'll see a building and some stairs leading down. Take the stairs and you'll meet Judas.

The Loch Dungeon

See that red orb by the stairs going down? That's called a Globe. These Globes are the sources of the Aliens that attack. Therefore,

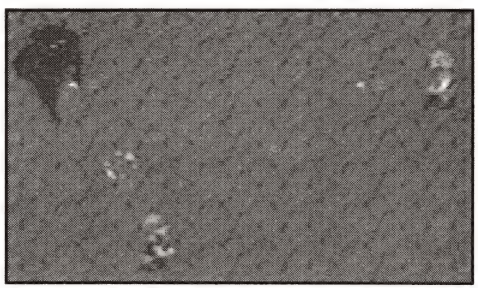
destroying Globes should be your priority! Destroy this one, along with the Aliens it produces, and go down the stairs.

Now you're down on the second level, but you won't stop here for long. You'll have to walk East and then South to find the next stairway. Be sure to destroy the Globes and Aliens along the way. There's also a Special Item North of the stairs going down. Take them.

This time, walk West until you can't go any farther, then go North. Another stairway down! And lots of Globes! Blast past them to the East. See those stones blocking your way? Shoot them! That's right, blow them away! A few shots and you're into the corridor and walking West. You'll come to a Special Item, and then two more rocks blocking your way. Push the first one left, and then go around to push the second rock upwards. You're all clear to go down the stairs.

Who's this freak? Bullbeast! And who's he calling a fool? Get ready to have a bullet feast, Beast!

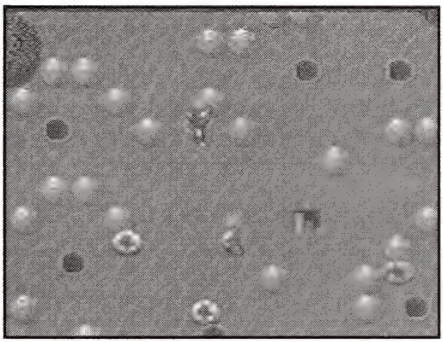
Bullbeast attacks by shooting at you in diagonal directions; he can't shoot up, down, left or right. So you should stay above, below or to the side of the Bully, and shoot away at him. Sooner than later, he'll die, leaving behind a Crystal.



The Crystal will change colors, each color representing an ability that you can increase. Blue is Attack, Violet is Strength, Yellow is Agility, and Green is Intelligence. Wait until it turns the color you want, and then pick it up. Your Level will also increase by one! Notice how your Hit Points went up? This will happen each time you defeat a Boss and pick up the Crystal it leaves behind.

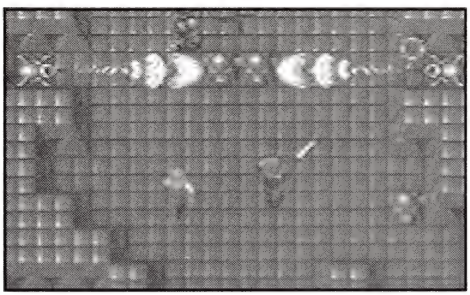
Now climb up the staircase. While you're at it, climb up the next two staircases after that! Then go to the rocks. Push the ones on the sides up, then push the one in the middle. You can now use the staircase.

Don't use the staircase leading out; move West and push that rock down the corridor. Collect the Special Items and go down the stairs. Run West until you reach a Southward passage. Go South and up the stairs. Whoa! Globes to the left and right! Go up the staircase again.



You're above ground again! Run South past the buildings and into the clearing. Somewhere among all these holes are the stairs down. Find them and go into this different-looking Dungeon! The holes in the floor generate Aliens; you can shoot the holes!

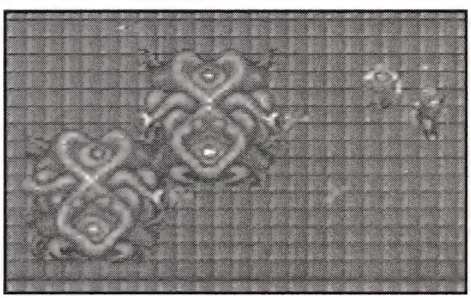
The Melba Dungeon



Work your way to the West. The flame-throwers can be destroyed; shoot at them from a diagonal. You'll reach some stairs heading down; don't take them! Instead, go North and you'll see another set of Stairs. Talk to the Knight to confirm you're headed toward the Gutworm. Then use the stairs!

There are lots more flame-throwers down here; you won't be able to hit some of them at a diagonal because of the recesses in the walls. For these, be ready to run to a position across from them and fire—quickly.

Start running North; blast on up to the stairs going down. Now head West; diagonal shooting will be even more helpful here. Take the stairs down. That parade of Special Items is headed by Deaths; be very careful! Walk to the intersection where paths lead West and South; take the South path and you'll avoid all the flame-throwers! The paths will join up again; keep winding your way South until you reach the stairs going down. Then get ready for Gutworm!

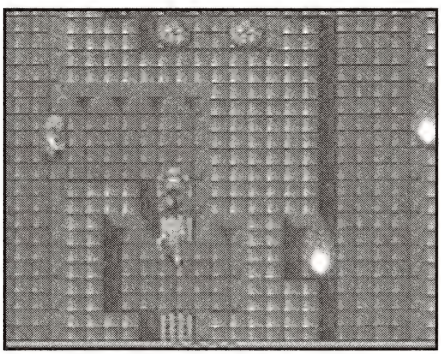


What a disgusting sight! He's actually two parts, each of which fires in eight directions. You'd be wise to use some White Magic for defense if you've got it. Plug away at the Worm and he'll drop. Grab the Crystal to open the staircase going up.

What's this? A four-way flame-thrower? What a nice surprise! You'll have to go South and pass three of them before you find the stairs. If you don't go straight down the doorways, they (usually) won't get you. Find and go up the stairs.

Now go North and East. You'll need to push rocks out of your way; unfortunately, flamers will make this tough! Start pushing right after a flame-thrower goes off, and then run back before it goes off again. This winding passage will eventually lead to some more stairs headed up.

Now you're back above ground! But not for long! Shoot the green object and go right back down. Now go East and wind your way to the next set of stairs. Where do these lead? To another area of Oddesia! Walk East across the bridges and into the stairway leading down.

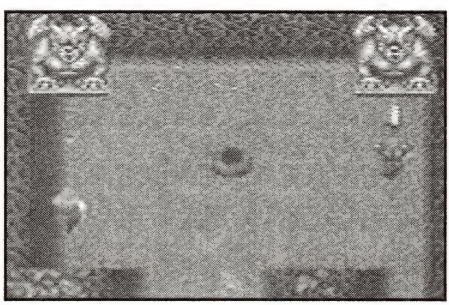


Walk South, avoiding the flames. You'll come to a woman who is locked in a room! Talk to her and find out what she's doing down here. You'll learn about Grimrose. O.K. No problem! Walk South and exit this dungeon. Above ground, walk East and through the trees.

Run North and follow this path. It will take you around to the entrance of...

The Baron Castle

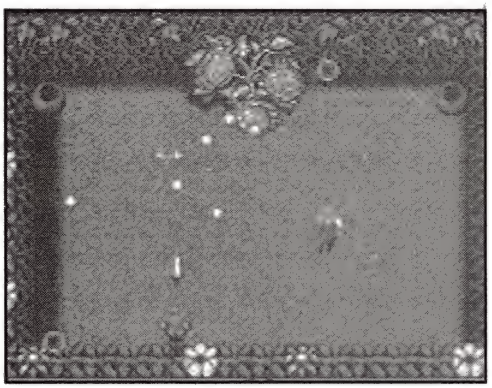
The middle gate will be closed. How do you get it open? Enter the door to the left of the gate and find out! See those two large beings at the top of the screen? Shoot them both and go South to shoot the two down there. Go back outside.



Then walk to the door right of the gate. Shoot the duo of demons up top and the two down low. Leave again. The gate's open! Now check out what's inside!

There's another stairway? So use it already. Up here, you'll have to be repetitive. Huh? Walk West and you'll get it. More demons! There are four on this side of the stairs and four on the other side. Shoot them all and use the up staircase.

Push the glowing rock out of your way and enter the staircase to the East. Here's Grimrose! You want to shoot the three blossoms. Of course, this won't be too easy. The two holes on the sides of Grimrose shoot bullets that ricochet around! Don't try dodging them a lot; they won't hurt you too badly. Waste Grimrose, get your Crystal, and go down the stairs.



You'll find your way out of the Castle easily enough; once you leave, walk West and North. Push the rocks out of your way and walk West through the bushes. Go down the stairs. Where's the Princess? Enter the room she was in and you'll find a note she left.

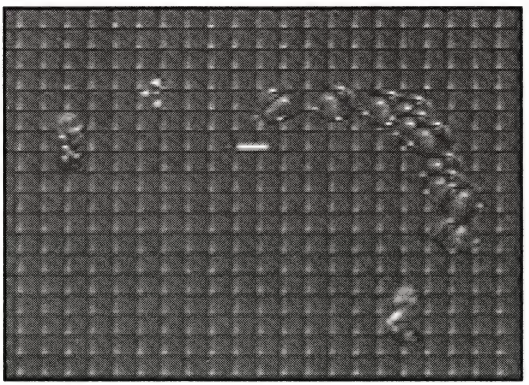
Walk South through her former cell, turn East and walk North. The rocks blocking your way aren't a problem, but the Alien blocking your way is! Lure it out of your way by staying close to it, so that it follows you. You can't kill it, so you figure you'll lead it South and out of your way. Then run past it and keep following the corridor North until you find the stairs.

The Nostalgia Dungeon

From this start, you have to work your way to the East. The generators will be coughing up Metallic Slime, among other gross Aliens. Keep going until you reach two stairways and six rocks between you and them. You want to approach the rocks from the Southern passage. If you start from the Northern one, it's a short walk around to the other passage. Push the rocks around to give you access to the Northern stairs.

Your next jaunt is North. Attack the generators from the sides. No problem! Go down the next set of stairs. Now fight your way to the East; nothing here should give you trouble. Then head down another set of stairs!

This time, the dungeon will lead you North. If you've got Magic protection, using it may be an excellent idea. These Metallic Slimes can do lots of damage by the force of sheer numbers. There will be some handy Special Items just before the stairs. Might as well take them!



This passage is actually rather easy; you'll be at the stairs in no time. Of course, that easy passage was but a premonition of difficulty because now you get to battle Catakiller! His only weak spot is his head; so concentrate your fire on that part. His body only follows his head, so don't worry about it attacking you. If your fighting technique is good, Catakiller will die rather quickly! Take your Crystal and use those stairs.

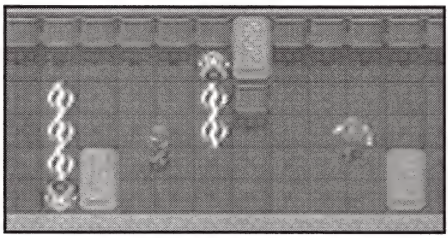
Hey, it's Judas! But he's got a negative attitude! That's strange. Follow him up the stairs. You'll need to go up several flights before you finally emerge above ground.

From here, go West. Walk West along the Castle, but don't go inside. At the corner of the Castle, turn North and keep going until you reach a Westward passage through the bushes. Now keep going Southwest. Pass the set of stairways; they're connected to each other! You'll finally come to yet another passage going West.

The Water Castle

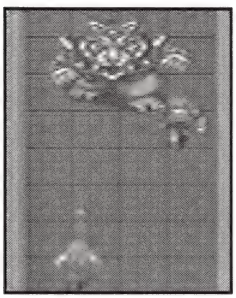
Cross the bridge and walk along the castle until you reach the door. Go inside. Now walk East. It's not your imagination; the Aliens are getting tougher! Follow the passage and go up the stairs. Now battle Southeast to the next set.

As you go West down this corridor, you'll need to time your sprints past the lasers. They're similar to the flame-throwers, so



they shouldn't pose a major problem. This corridor leads to yet another stairway—and the Tigerbeast!

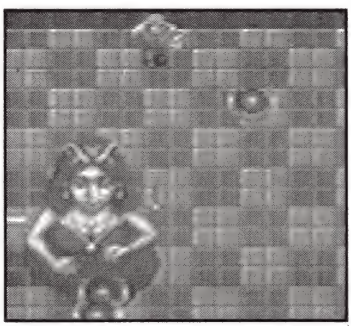
Here's how to win. When Tigerbeast runs at you, run South until he falls behind. Then turn around and start shooting him until he's close to you. Then start running again! Keep repeating this until the Tiger's no more. Do the Crystal-gathering routine and go down the stairs.

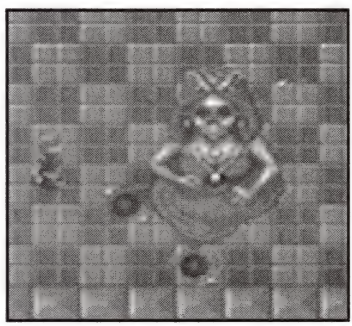


This series of stairs will lead you to an exit leading North out of the Castle. Go out there and run to the East until you find a passage going South. Don't take it, however; go North and enter...

The Cherry Tower

Since this is a Tower, you won't have to worry about any mazes. You will have to worry about the swarms of Aliens, however! They'll come at you even harder and faster than before. Negotiate the stairways and you'll reach Alexis.

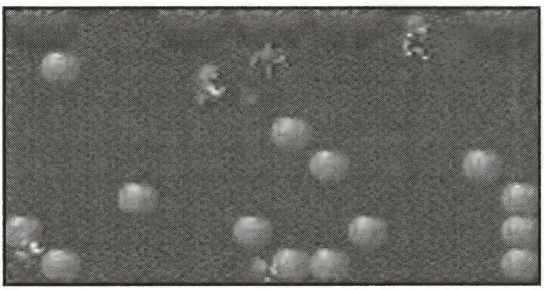




Stay at a distance from Alexis and dodge the spinning bullets she fires at you! Keep shooting her and she'll turn into a skull image! This means she's almost dead. Finish her off and collect your Crystal.

Take the stairs down, down, down and leave the Tower. Go South to the hostile man. Enter the building to find out what

you've accomplished. It's good, isn't it! Sure, but there's plenty more to do, so go back outside and take the path East and then North of the building, past the hostile man. Shoot him for all the trouble he tried to cause!

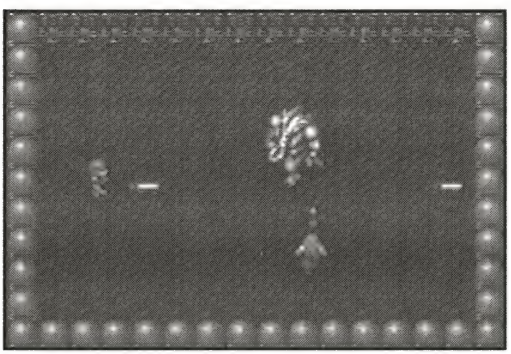


This is the Stonefield. Get ready for one very long walk to the East. The stones don't form a maze or anything similar. Just be sure to nail as many Globes as you can. One long trip later, you'll reach the stairs leading down to...

The Stonefield Dungeon

Take the first steps leading down. Then wind your way around to the next set of stairs going up. You're back at the start, on the other side of the wall! Now fight to the North. These Aliens are tough; if you haven't used much Magic by now, you may want to try it. Take the stairs down.

The next level is a quick curl around to the staircase. Now you need to go West. Find the stairs and use them. This is the final level before the Boss; quickly scamper to the stairs and you'll be facing Cyclopus!

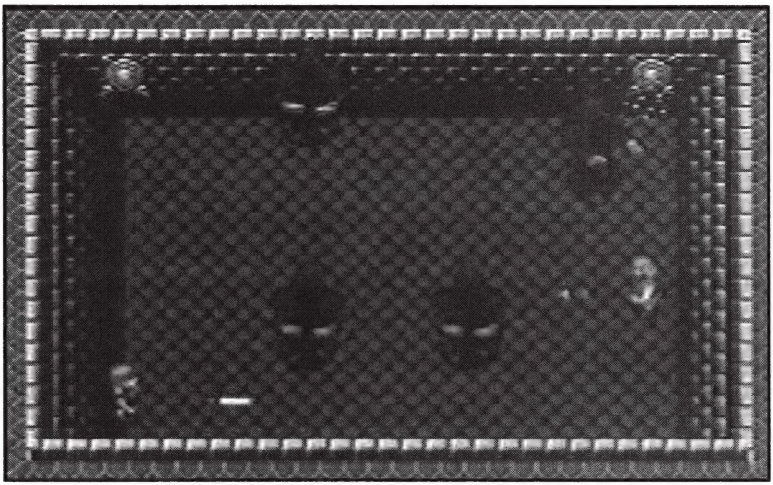


Cyclopus is fairly weak, but he has a special power; he can turn invisible! Stay away from him and fire; use any defensive Magic you may have to protect against his hidden attacks. He's easily beaten as long as you keep hitting him when he's visible. Grab your Crystal and use the stairs to take yourself right out of the Dungeon!

Go South and West. Follow this wall until you find the entrance leading North. This will take you inside...

The Karma Castle

Judas again? Why is he so far ahead of you? And why isn't he helping you? Makes you wonder, doesn't it? Go East and South, taking the stairs up. Walk North and West, then South to the next staircase. One more floor up!



North, East, South and you're at more stairs. Walk North and West and you'll be in the presence of the Death Reaper!

The Reaper splits into four Reapers. Make sure you're at one of the corners of the screen so they don't materialize right on you! You have to destroy every Reaper, and then the four will reappear and repeat the attacking cycle, getting a little faster. Stay in the corner and keep shooting the waves. You'll need to beat many waves before the Reaper is retired.

Take your Crystal and start moving down the stairs. Keep going until you reach an area with a corridor leading South. Walk down the corridor, turn West, and go down the staircase to leave the Castle and enter...

The Rallymaze

This "maze" is actually two short stretches of dungeon, nothing more. Nothing you haven't beaten, either! Keep walking East in the Rallymaze and you'll find the stairs going up. You're back above ground!

Walk North until you can't go any father, and then head West and into the hut . These stairs take you down to...

The Cursoka Dungeon

The paths within this Dungeon are straightforward. By now, you should know how to deal with the vast majority of Aliens; only the Bosses should bother you. The Boss of this Dungeon is Splatter Slime!

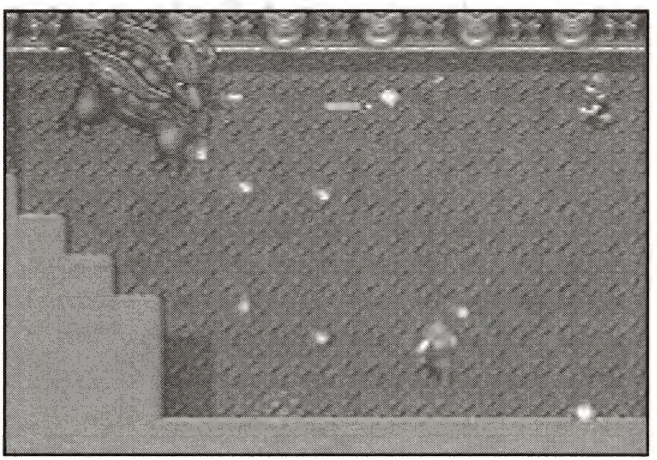
The Slime will crawl around the screen after you, shooting smaller Slimes that you have to shoot or dodge. Keep walking in a large circle around the edge of the room, firing at the Slime constantly. You can kill this Slime before its time! Beat him, take the Crystal (you're getting up there!), and take the stairs.

Move East and talk to the gentleman to get your bearings. Then walk South and East to go down the stairs. You've just entered...

The Reraport Maze

Walk Southwest to the first stairs. Walk Northeast to the second stairs. And walk Southeast to find the third stairs! This is a Maze? To the Aliens, maybe.

Walk through this last level to the West. Go down the stairs and you're up against Gargon! He's one tough dragon. Or is he?



Move to the upper-right corner of the screen and fire away. At this angle, very few of his fireballs will come towards you, and the ones that do will almost always be hit by your weapon. Be patient, because Gargon is the strongest Boss yet. Wipe him out, take your hard-earned Crystal, and use the stairs.

From here, go West and South. This will take you to the safe series of stairs that take you back above ground. Now walk West through the trees.

Go visit the King in the castle. He'll tell you of the stairs North of the castle, and he'll give you some Magic. Leave his Majesty and walk to the North side of the castle. You'll soon come upon the stairs going down to...

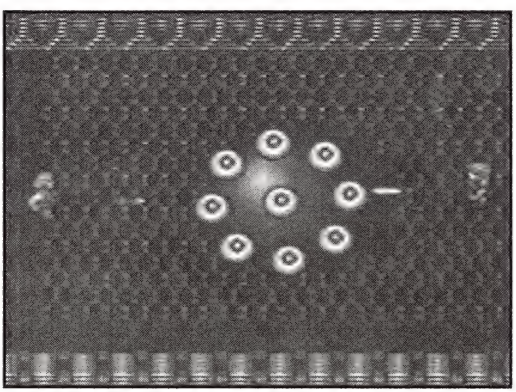
The Ratonix Dungeon

The first stairway is dead North. Climb down and blast through the rocks to your West. There will be two groups to pass before the next stairs. From here, go Northeast and you'll find another set.

Two sets of stairs! The Aliens are getting tricky! Use the ones to the Southeast, and you'll be headed the right way. There will be some single sets of stairs, and then another double set! This time, use the ones to the North.

Now you're in the middle of three sets of stairs. Use the ones to the East. Go down again and you've got another multiple choice. Walk to the Southeast and use the Southernmost set. Use the stairs to the East leading up.

After a few single stairs, you'll reach a West/East intersection. Take the East set, then use the Southwest set. Now follow this corridor on its winding path and you will reach the staircase to Octopolus!



You'll have to shoot out all eight spinning eyes to beat him. Move to one side and start firing! One of his eyes will pop off of his body to chase you around, but don't shoot it or a new batch will sprout! Stay still and destroy all the

spinning eyeballs first. Then destroy the eye in the middle of the sphere.

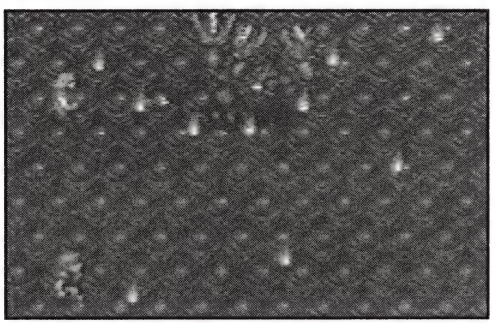
Collect your Crystal, use the stairs, and you'll receive advance notice that you're on your way to...

The Mistos Dungeon

Walk North and you'll find four sets of stairs guarded by a flame-thrower. Take the Northwest set. Now you'll have a nice, long fight to the Southwest. Use some White Magic because the Globes are far too numerous to pass without some help.

Now go Northwest past the flame-throwers to the stairs. This level may look like a maze, but even if you get lost, you'll find your way to the stairs pretty easily. Use them. You're almost at Halatos now! Go South until you reach the wall, then walk along the wall until you find the stairs.

Move into the lower-left or lower-right corner of Halatos' room. Shoot him at a diagonal and you'll do lots of damage while blocking most of his fireballs. When he dies, the fiery door on the East wall of the room will open. Go through and walk East until you find the stairs.

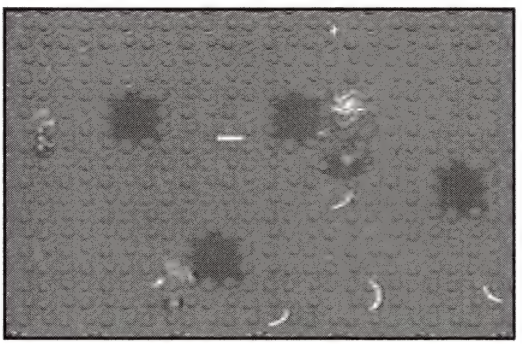


Judas? What does he want? He tells you that you found the ORA Stone! And he wants you to go to Axis Castle! So leave the hut, go East, and the Castle will be in your sight! Go to the King and give him the Stone. Then prepare for quite a shock! Isn't it always the way? Is anything ever the way it seems?

Nothing to do but chat with the guards. They've heard right, too. Natas is in the Balamous Tower. How do you get there? Leave the King's chamber and enter the door to the left of the chamber. Walk South and there will be a stairway behind the table! This will take you to...

The Roterroad

What an unusual place! The Aliens have decorated it in their own slimy decor. So move West and start redecorating the Globes with your weapon! You'll reach the stairway after a long walk.



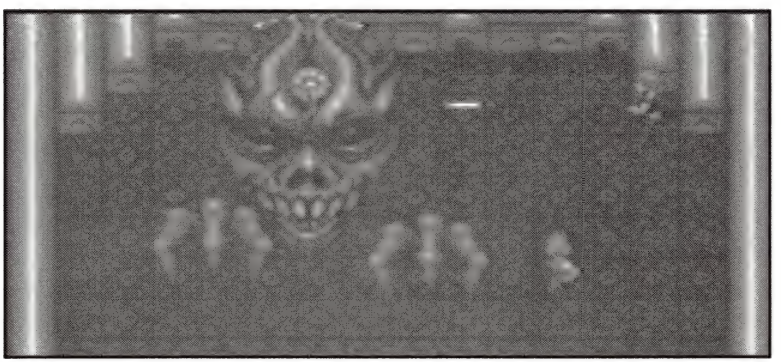
Now move South and you'll come to another stairway. Go down and you'll meet Judas! Either he's been lifting lots of weights, or the ORA Stone has given him tremendous power!

Judas will fire boomerangs at you while he moves around the room. There isn't any safe place to stay in here; keep moving and shooting. Don't get cornered, or you'll die a quick death. For such a big man, Judas will fall pretty quickly. Get your Crystal and go up those stairs!

You're above ground. Walk East across the bridge and through the trees. Continue East and you'll reach a building with eyeballs attached to it! How could this be anything but...

The Balamous Tower

Like the other Towers, this one is easily navigated, though not so easily passed. If you've got any Magic left, prepare to use



most of it in the climbing of the Tower. Natas is well protected by his Alien servants!

The final battle against Natas will be your hardest battle—but it will also be your greatest victory! If the climb to Natas proved tiring, however, The Secrets will tell you how to prevail.

SHH.. THE SECRETS

How do I defeat Natas? Move to the upper right and stand in the middle corner. Aim at the Crystal in Natas' head. You can destroy his claws, but they grow back very quickly, so it's a waste of time.

Are there any secret passwords? Try one of these two passwords for a character type you can't normally be; a Princess.

JBBNJ
HDCOG
or
JOINJ
HFOHK

This next password is top secret. Use it only if you have already played the game to its conclusion. Otherwise, you're ripping yourself off!

DEBDE
DEBDA

then hold down Run and push Button I. You'll get a password error. Now push Button II and select a new character or enter a password. Your character will have a huge number of Hit Points, and will be able to walk through walls! You can also use Magic as much as you want; you'll never run out.

CHAPTER 8

Keith Courage in Alpha Zones

Distributor: NEC
Game Type: Arcade Action

WHAT'S GOING ON?

A huge meteor has crashed into the Earth. Aboard it are the evil forces of B.A.D. (Beastly Alien Dudes)! You are Keith Courage, best fighter that N.I.C.E. (Nations of International Citizens for Earth) has to offer. Your father went before you; he lost to B.A.D., but left you the power of the Nova Suit. Can you fight your way through the meteor and destroy the Titan Warrior—leader of B.A.D.?

WHO ARE YOU?

Keith Courage. You are determined to win this battle—not only for the Earth, but to gain revenge for your father!

PLAYERS

There's only one Keith Courage, and only one player at a time.

SCORING

Points aren't scored in this game. Instead, you should concentrate on collecting the three items you'll need; Bolt Bombs, Heart Containers and Money, all explained below.

LIVES AND HOW TO LOSE THEM

Keith's only got one life. Luckily, he also starts out with three Heart Containers. They start out red, meaning they're full. As you're hit by the ugly ogres of B.A.D., the Containers will start to turn white. If they all turn white, Keith's mission is a failure.

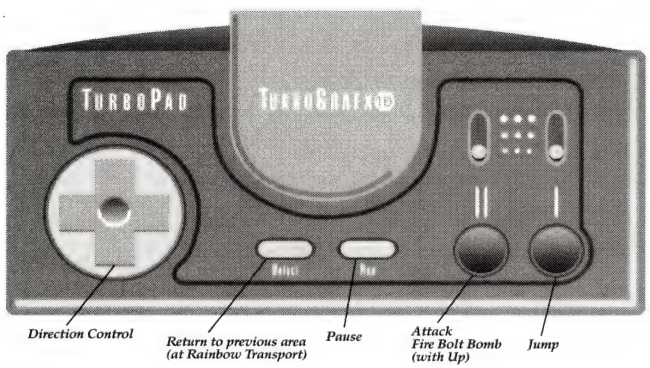
If you pick up a Heart dropped by an enemy, your Containers will be recharged. You can also gain additional Containers in the Underworld. While exploring the Overworld, find Nurse Nancy for a Heart Container refill—at a price which gets higher as you advance through the Zones.

CONTINUES

Each of the seven Zones of the B.A.D. meteor is divided into an Overworld and an Underworld. When you die, you are allowed to continue from the last Zone you made it to, and you furthermore continue from the World in that Zone you reached.

There's a penalty, though; you'll lose half the Bolt Bombs and Money you had, and you'll only have three filled Containers. But we'll live with that, right?

CONTROLS



WEAPONS

Keith has two weapons; the Sword and the Bolt Bombs. In the Overworld, Keith can only use a normal Sword, and can only

purchase Nova Swords and Bolt Bombs, not use them. In the Underworld, Keith is equipped with a Nova Sword that is very powerful (depending on which one he has) and can fire the Bolt Bombs.

There are six Nova Swords; the Alpha Sword is the most powerful (and the most expensive). You can have up to 99 Bolt Bombs; they get more expensive as you advance.

Certain enemies in the Underworld will leave behind Power-Ups for the Bolt Bombs. Grab these and your Bolt Bombs will become more powerful (but you'll also use more every time you fire). There are five Power-Ups (with the most powerful using five Bolt Bombs at once).

SPECIAL ITEMS

Money is the special item; as you slice your enemies in the Overworld, they will sometimes drop coins. Gold Coins are worth 50 units, while Red Coins are worth 200. You need the money to buy Bolt Bombs, Nova Swords, and healing from Nurse Nancy.

And as we also mentioned, some Underworld uglies drop Bolt Bomb Power-Ups. These come in handy against the Bosses.

FRIENDS

You have four friends, whom you will find within certain buildings in the Overworld. They are:

The Prophet will give hints as to what you'll be encountering.
The Wise Wizard will sell you Bolt Bombs.
The Weapons Master will sell you the Nova Swords.
Nurse Nancy will heal you.

ENEMIES

There are two groups of these, depending on the World (Over or Under) you're in.

Overworld:

Big Face bounces around and doesn't look very happy about it.
The Cat spins around in the air before dropping on you.

Dakkon flies around and jumps at you.
Possum struts back and forth, not really doing any harm unless you run into him.
Zakko is a ghostly-looking creature that can be quite a pain.

Underworld:

Crypt Creatures look a bit like Devil Feet!
The Devil Foot leaps at you, usually when you're jumping the deadly Electro Spikes!
Long Bones flutter onto the screen.
Skulls fly onto the screen, hover at the edges, and then fly to the attack!
The Titan Guard looks like a huge gun, and shoots like one!

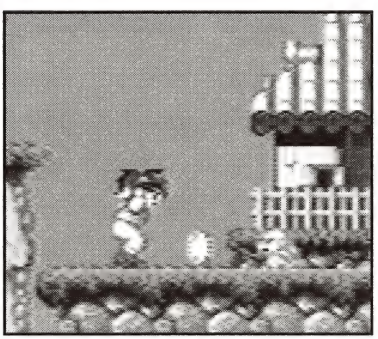
Bosses:

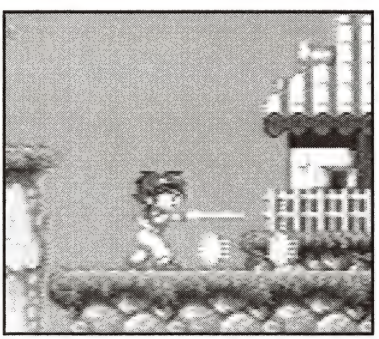
Dr. Sting is the Boss of Rock Zone. He'll fly up and down, injecting you with evilness!
Stitch is the Boss of Reverse Zone and Glacier Zone. He swings a huge sickle and chain at you!
Baron Chairman is a cardshark that rules the Fire Zone and Glacier Zone (with Stitch). He throws sharp cards at you.
Mr. Roboto runs back and forth shooting fireballs at you.
Dongoro is the Boss of Magic Zone. He'll shoot fireballs and a head at you!
The Titan Warrior rules the B.A.D. zone, and rules the entire meteor! Beat him and the Earth is saved!

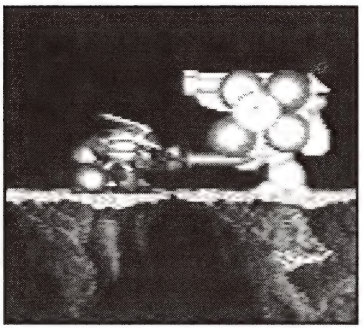
STRATEGY SESSION

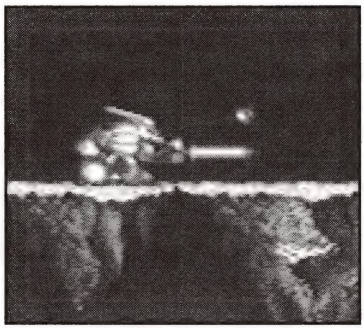
General Strategies

You'll spend a lot of time in this game getting "powered up." In other words, if you move to a location where an enemy attacks,







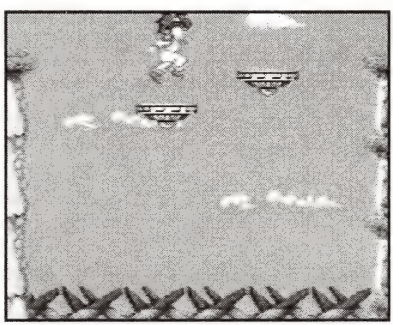


you can move back and come forward again, and the enemy will return to attack you. In fact, there are many places in Keith Courage where you won't have to move at all. The enemies will just keep on coming. Fight them, and collect Money and Hearts before you move on.

The Overworlds are fairly simple, since you have a fairly weak sword. But The Underworlds can get complicated, with mazes that you can easily get lost in.

While it's possible to return to Zones you've already beaten, you really shouldn't spend all your time going back to the first Zone to get a deal on Bolt Bombs. Instead, get lots of dough at the beginning, to save yourself lots of time later.

Zone One—Rock Zone



Overworld: Walk to the right and enter the first door. Here's the Prophet. But he's not too good; you already knew it was Rock Zone! Try the next door. This is the Weapons Master. Now leave and enter the third door. Here's Nurse Nancy. You shouldn't need healing this early in the game!

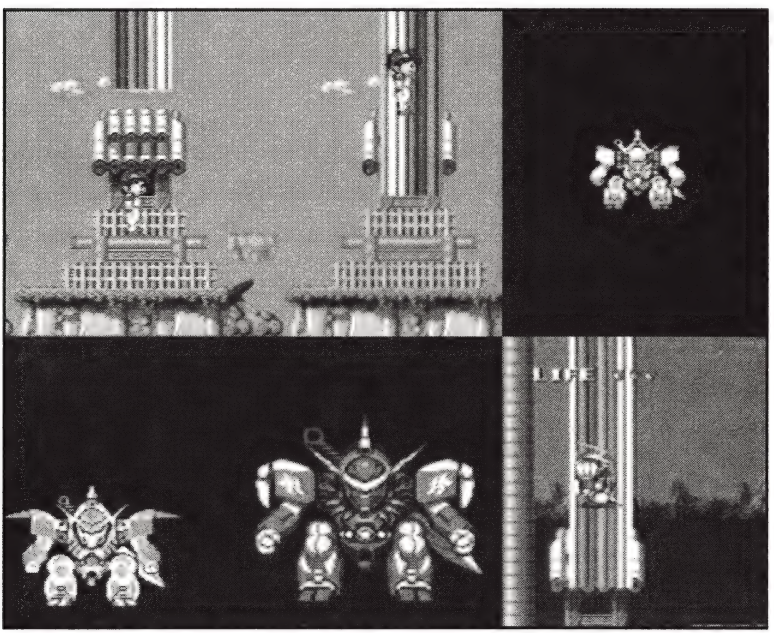
Jump up the cliff and get ready for a somewhat tricky leap across some floating platforms. Remember to jump when the platforms are coming together, not when they're flying apart. The next few are even easier; jump when the platform you're on is at its highest, and you can't miss.

Be careful climbing down the cliff; a Cat will fall from the sky, and can hit you if you're not careful. Go into the door. It's

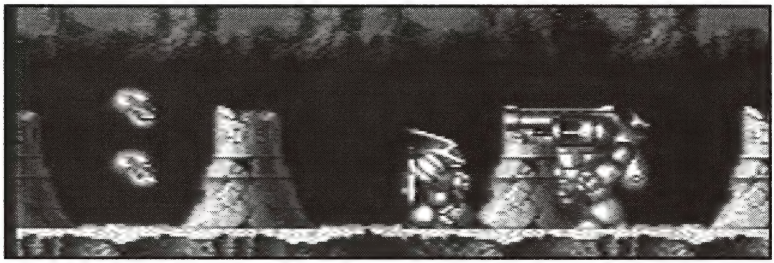
the Wise Wizard! You could sure use some Bolt Bombs now—but do you have enough money? No. So it's time to start "powering up". Go back outside.

Now walk over to the cliff and move as close to it as you can. Possums will start coming from the right side of the screen. As long as you don't cause the screen to scroll, they'll come endlessly. Of course, you'll need to move to grab the coins they drop, so just move back when you're done. You can stay here as long as you like, but it can become very boring after a while, and there are places in later Zones where you can whack several B.A.D.dies at once and make more money. So get 500 units or so.

Go back to the Wise Wizard and buy the Bombs. You'll get 30 for 100 units—a good deal! You're done here, so let's leave. Jump over these Electro Spikes—which, by the way, will instantly kill you—and onto the Rainbow Transport. Push up and you're headed to the Underworld—in the Nova Suit!



Putting on the Nova Suit!



Underworld: This first Underworld won't be a maze—but it will be a challenge! Start moving to the right. Some Skulls will fly onto the screen, but they won't attack you for a moment. A Crypt Creature will appear to the right soon; he's more dangerous than the Skulls.

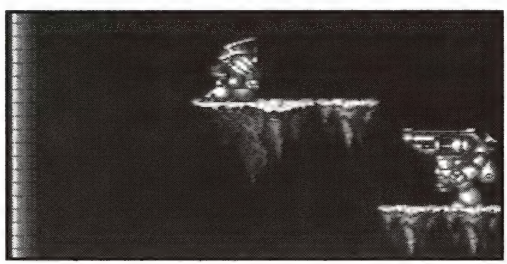
A Titan Guard will also appear. These guys are going to be the source of all your Underworld Power-Ups—but not this one. Keep going—watch out for the Cryptie that leaps at you.

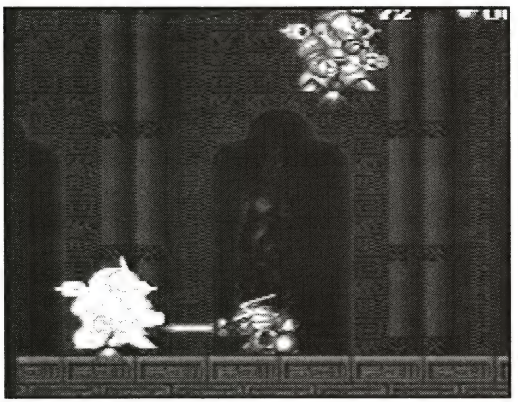
You'll come to a wall—leap down. Now you're headed left. We're going to learn how to look for "power-up" spots. Notice that a Titan Guard appears as you walk left. This is a good spot, right? Wrong. Notice that as you move right to cause another Guard to appear, you also cause another Crypt Creature to appear. This isn't an ideal spot, then. You want Guards only. So keep moving.

You'll jump over a little hill, and then another Guard will appear. Is this place good? Yes. But a Cryptie shows up when I move right, you say. Well, is it attacking you? No? Then you're safe! So kill Guards until you get what you want. At this point, though, you really won't need anything except perhaps a Power-Up for the Bolt Bombs. But don't get one higher than 2—that would be wasting Bolt Bombs on a wimpy Boss.

You'll fall down to your next ledge and start heading right. Nothing major here except the Electro Spikes. They'll get a lot more bothersome in the later levels.

You'll have to negotiate one more ledge, and then you'll fall into a blue area with tall sloth-looking things in the background! This is the Boss area, and it looks





Shoot the Boss with Bolt Bombs as he dives; he won't be able to shoot back if you hit him. Deal with the other Boss the same way. If you run out of Bombs, or if you just want a better fight, get close and use your Nova Sword.

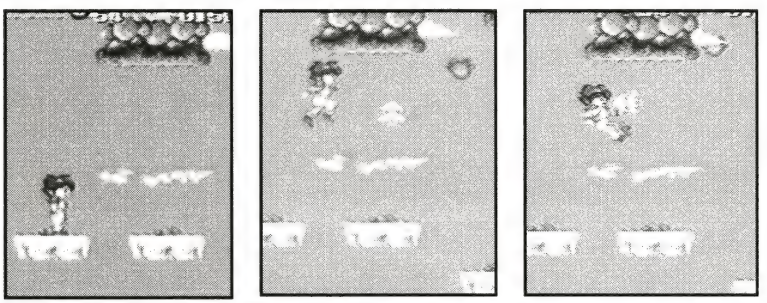
the same in each zone. Move slowly to the right—very slowly, in fact. Keep tapping the controller until Dr. Sting appears.

The reason you're moving so slowly is that if you move very much further, another Sting will appear. You only want to deal with one at once (even though dealing with two is quite easy).

Zone Two—Reverse Zone

Overworld: The first door will be Nurse Nancy. You should be okay, but if you're not, it's going to cost you 400 units to get okay—pretty steep. Move on and into the Reverse Zone.

Some tricky jumps are the ones where you hit your head on the roof—or is it the ground? Anyway, for those you'll need to get a bit closer to the edge of the cliff you're jumping from. Also, look before you leap. There are flying creatures who can bump you into the bottomless pit!



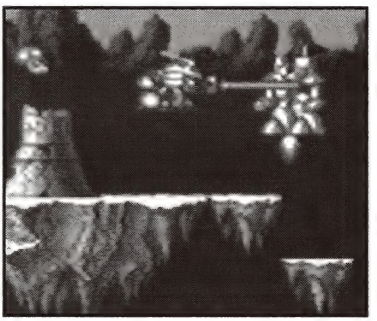
How about looking before you leap?

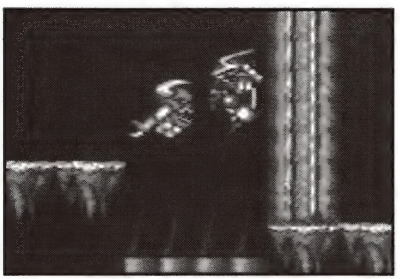
The next building is the Wise Wizard; 200 units for 40 Bombs. A good deal! Climb up the cliff to the Weapons Master. He's got the Brave Sword (a Nova Sword) for 300 units. If you

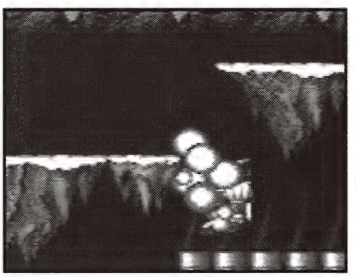
need money, you can power up in front of the Wise Wizard's building; you'll have to move all the way to the left of the cliff.

One more series of jumps and you're on the Rainbow Transport.

Underworld: Slash with the Nova Sword. See how it's bigger now? The other swords are even larger. Start moving to the right. You'll be introduced to a few new enemies; the Devil Foot (watch it as you leap from cliff to cliff) and the Bomber (not mentioned in the manual, he'll take off and drop a slew of bombs onto you).



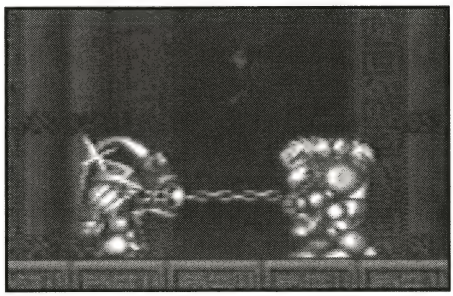




Two kinds of bad jumps. This is how you meet the Electro-Spikes!

When you reach the end of this ledge, drop down to the next. Don't try to jump over to that other ledge; there are Electro Spikes beneath it (luckily it's impossible to make). This ledge has a got a few more sparse enemies; then it's down and back to the right.

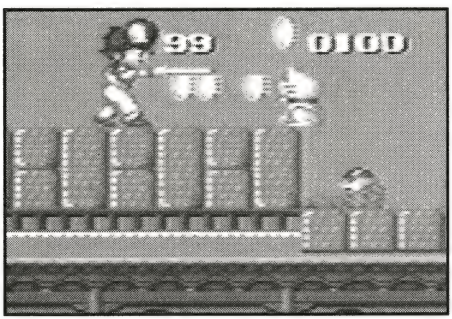
You'll need to jump onto the first of many ledges that appear and disappear; try to jump onto it just as it appears. This gives you more time to get off again! Now you'll come to a wall; but instead of dropping down, jump up. Watch out for the hot rocks that will drop down at you.



When you get to the top, go right again. Drop down and you'll be in the Boss' hideout!

Creep to the right until you start to see Stitch. If you've got Bolt Bombs, you can take him out before he even starts to move! Otherwise, you'll have to run up to him and start slashing away. He's pretty weak, so it won't take much.

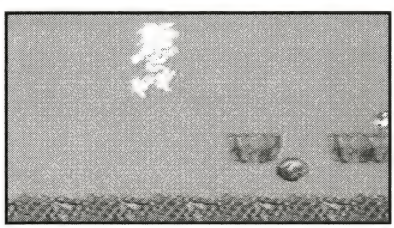
Zone Three—Fire Zone



Overworld: The first door is the Weapons Master, who seems to be going for The Prophet's job! He's right about the Golden Cat; it will sometimes leave Red Coins behind. But let's get going.

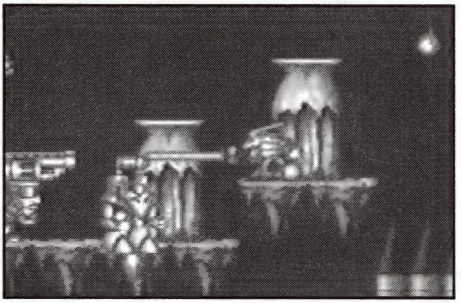
The next door is the real Prophet; you can power up your Money in front of his house thanks to the Cats. Try to get about 1000 units. Then jump across the lava (here's an interesting quirk; you don't get hurt if you just stand in the lava; you do get hurt if you move on it). Watch out for the volcanoes that shoot hot fumes at intervals. The building after this hot stuff contains Nurse Nancy; 400 units for healing.

Go into the door on the ground floor; here's the Wise Wizard with 40 Bombs for 200 units. Buy them and leave. If you can jump up to the top, you can slash Cats until your sword rusts; or you jump across the lava. The next building is the Weapons Master with the Thunder Sword for 600 units.

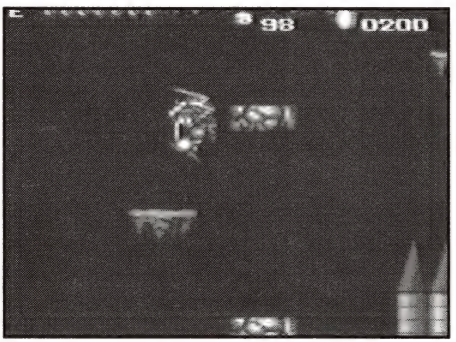


You'll have to jump across a lot of lava; Nurse Nancy will be in the building halfway across. Make it through all this and you're off to the Underworld.

Underworld:

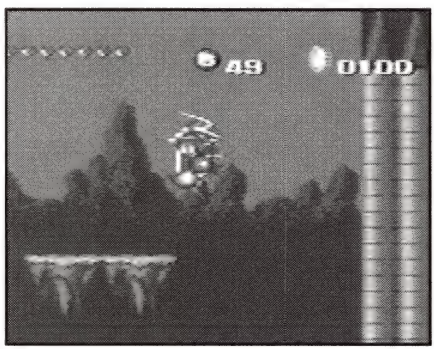


As you walk to the right, watch out for the jets of fire that appear at certain points on the ledge. And watch out for the floating fireballs too!



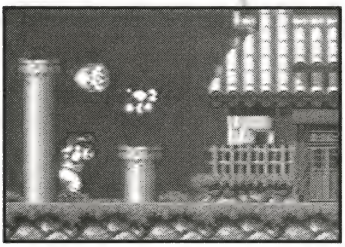
You can walk on the high ledge or the low ledge; the low one is a lot more dangerous, with disappearing platforms and Spikes. And it will eventually come to an end. So take the high way!

Getting to the Boss is tricky; you'll have to jump up several disappearing ledges and jump to a cliff, and then plummet between two fields of Spikes. But since it's the only way you can go, you'll find it eventually. Here's how to get rid of Baron Chairman; when he appears, jump up and sword him. If you can keep doing this, he'll be frozen for a second—long enough to

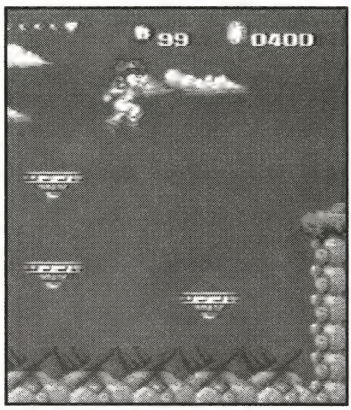


hit him again and again. If he disappears, just get ready for him to come back and start jumping again. The Bolt Bombs aren't too handy against him.

Zone Four—Toxic Zone

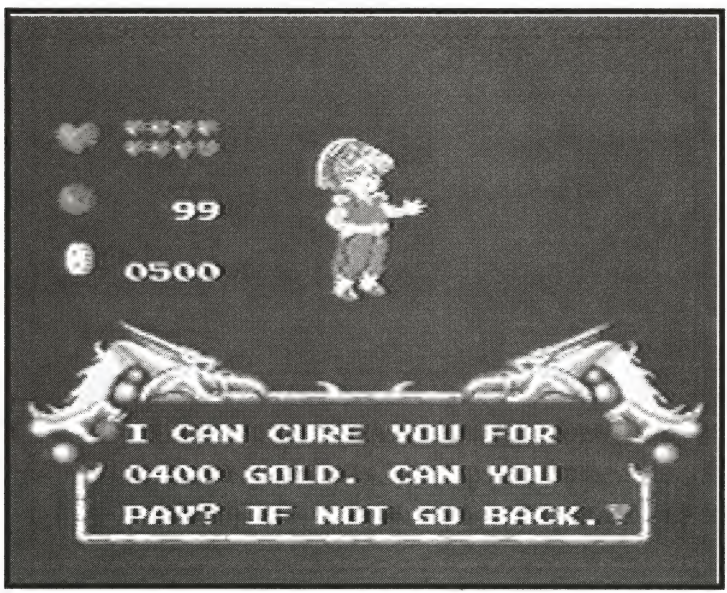


Overworld: With the Cats at the beginning, you can get all the dough you'll need. Enter the Prophet's house. See what he has to say (which isn't much), and go back outside.



The "Toxic" in this Zone refers to the pipes that spew out toxic fumes. Avoid them like you did the volcanoes and you won't have a problem. The next house you reach is the Wise Wizard; 200 units buys you a slew of Bombs! You should even have enough money to buy 99 Bombs total.

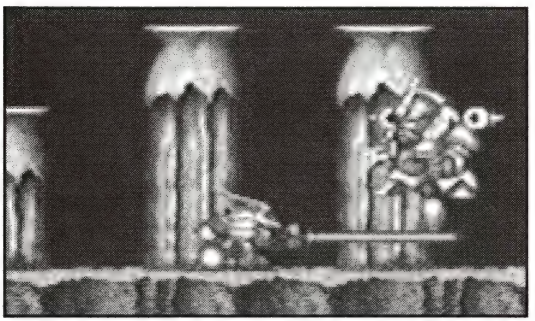
Nurse Nancy is in the building after the floating



If you need some help, ask Nurse Nancy.

platforms. 400 units is her charge. After her is the Weapons Master; 1200 units gets you the Laser Sword. Buy it. Right after him is the Rainbow Transport.

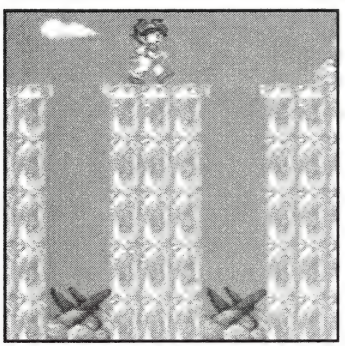
Underworld: This is the first Underworld in which former Bosses come back to haunt you. Dr. Sting will be present in a few locations.



The route to take is to stay as high as you can, and keep going to the right. You will eventually come to a point where you can't go to the right any more. Now jump down (very slowly); Spikes are here in ever-increasing numbers. Move to the left. There will be a Guard, but powering up is a bit difficult. You have to be right on the edge of the cliff for them to keep coming at you.

Keep walking, then fall down another level. Move to the right until you come to a hole. Drop through; here's the Boss.

Mr. Roboto is going to be tough to beat. You'll need to jump and slash him, shooting Bolt Bombs too; and you have to dodge his fireballs at the same time. Beat him and you've beaten the toughest Boss yet!

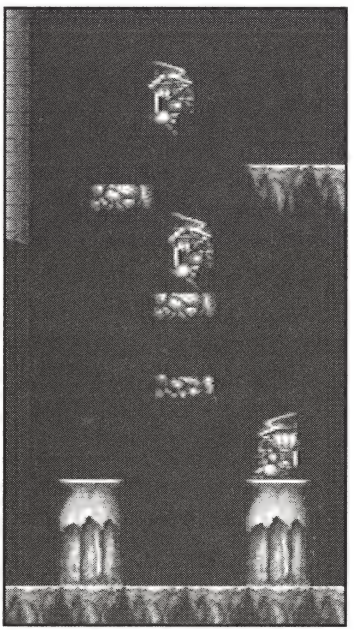


Zone Five—Glacier Zone

Overworld: The ice bricks in this Zone are slippery; but if you move very slowly, you won't start to slip. You'll have quite a trip past the first building with the Prophet; you'll finally reach Nurse Nancy if you need healing (400 units). The Weapons Master is next door, but he won't have the Jewel Sword yet.

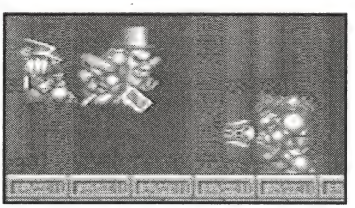
The Wise Wizard has his Bolt Bombs for 400 units. Then you're off again until you reach the Weapons Master again; the Jewel Sword costs 2400 units, so start building up your Gold now! Nurse Nancy is next door. A short walk later, you'll reach the Rainbow Transport.

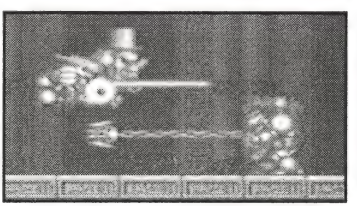
Underworld:



There's ice here, too: the blue ledges are the icy ones. Luckily, the effect doesn't seem to be as much as it is in the Overworld. Fall down the hole at the start of the level; from here, there's only one path you can take. There's one jump with two platforms and a ledge that gives you lots of

problems; the timing will be very important. The Bosses will be a tag-team of trouble; Baron Chairman and Stitch. Take care of the Baron first; Stitch will be easier to deal with.

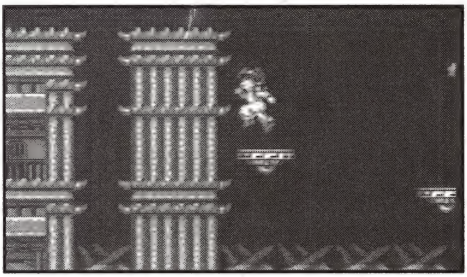


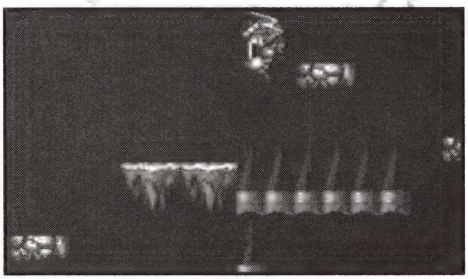


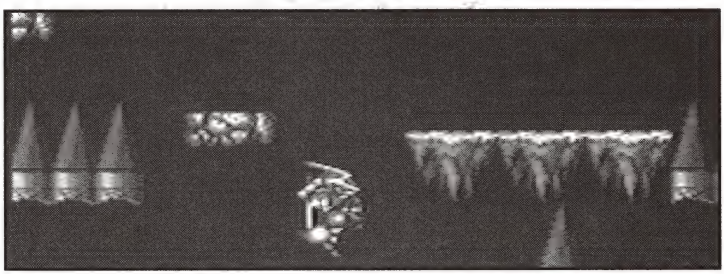
Zone Six—Magic Zone

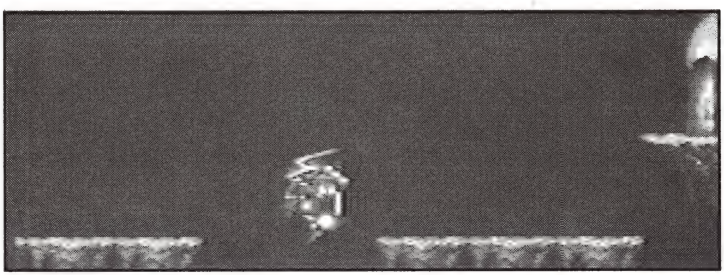
Overworld: The first series of doors can be ignored; the people talk a lot, but none of them are any help. The next building has Nurse Nancy. Wise Wizard is in the door after her. You'll have quite a journey until you reach the Weapons Master; the Alpha Sword will cost 4800 units, so if you don't have enough Gold, it's time to start saving. The Rainbow Transport is just past him.

Underworld: Stitch will be the next Boss to want



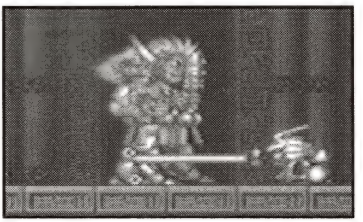




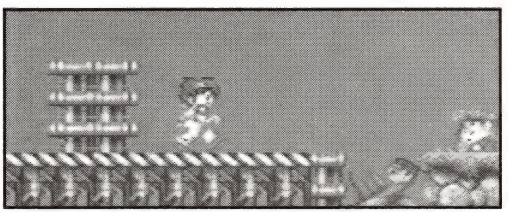


revenge; but he's also a sort of guide through this maze. If you run into Stitches, you know you're headed in the right direction. This level can be difficult; there are lots of tricky jumps. As long as you can handle the disappearing platforms, you'll be okay.

Reaching the Boss is only a matter of time. Dongoro is big, but he's not as bad as he looks. Get right up to him and start swinging away with the Alpha Sword. You'll need to have at least six filled Hearts to survive.



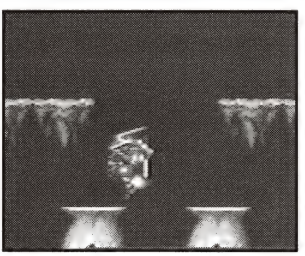
Zone Seven—Robo Zone



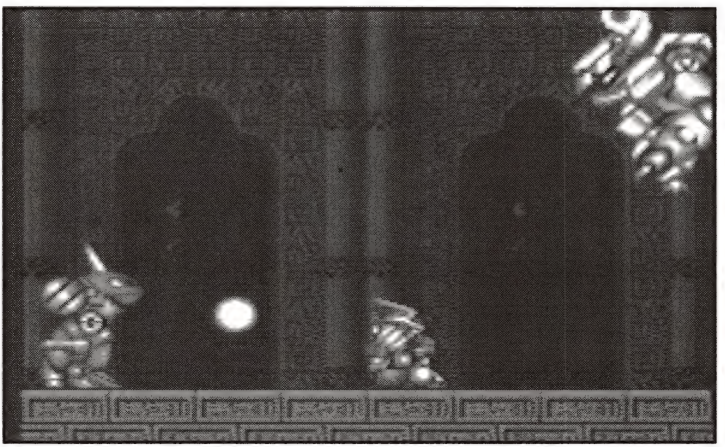
Overworld: You'll be introduced to the spinning platforms on this level. Some of them spin left, others right. The ones that spin left will move you to the left if you stand still on them; if you run to the right, you'll stand still, and therefore have to jump on them to move. The same, in reverse, applies to the right-spinning platforms.

The rest of the level is pretty simple; the merchants will warn you about the power of the Titan Warrior, but I think you know that already!

Underworld:

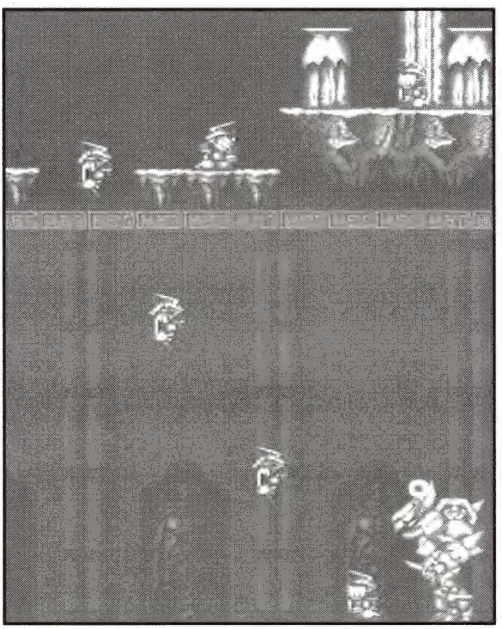


More spinners and more Stitches. If you're running into them, you're headed the right way. The Baron Chairman will also make an appearance or three here. There will be several Guard locations; take advantage of these, because you're going to need every



Heart Container full when you go up against the Titan Warrior. If you need help beating him, see The Secrets.

SHH... THE SECRETS

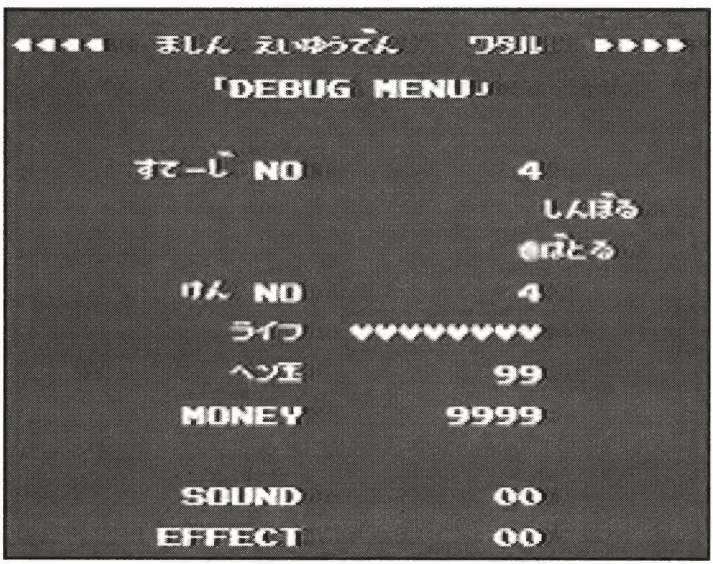


How do I beat the Titan Warrior?

When you get to the final jump into the Boss' room, stand on the left edge of the gap and walk to the right until you start to fall. As you fall, hold the pad all the way to the right. Try to land right next to the Titan Warrior. If you land close enough without touching, he won't wake up. Thrash him at your leisure.

Is there any kind of hidden screen or level selection? Yes, if you want to try playing Keith Coward, follow these instructions: Hold down all the buttons on your controller. Select, Run, Buttons II and I should all be held down. Turn the Turbo Switches down before you do this. Now turn on the Turbo, still holding the buttons down. When the Start message appears on the screen, press the Direction Key up eight times. You'll be taken to a Debug Menu screen.

Here's what that Japanese means, from top to bottom; the Zone to start in, the power of your Nova Sword, the number of Heart Containers you have, the number of Bolt Bombs you have, and the amount of Money you have. Sound and Effect are in English, thankfully. To switch all these numbers around, use Buttons II and I. Then press Run when you're done fixing things.



CHAPTER 9

Klax

Distributor: Tengen
Game Type: Arcade/Strategy

WHAT'S GOING ON?

It is the Nineties, and there is time for... Klax! Klax is a game of tic-tac-tile. Colored tiles flip down the Ramp to your Paddle, and you use the Paddle to drop the tiles into a 5 by 5 Bin. The object is to get three or more tiles of the same color in a row, either vertically, horizontally or diagonally.

Each level has a specific objective. This may be to achieve a certain number of Klaxes (a Klax being three in a row), to score a certain number of points, to make a number of diagonal Klaxes, or to drop a certain number of tiles.

As you advance through the levels, the tiles come at you faster and the objectives get harder to accomplish. Can you complete all one hundred levels and stay sane?

WHO ARE YOU?

Yourself for a change!

PLAYERS

Klax can be played by one or two players. If two players compete, the screen will divide into two halves to give each player his own screen. When only one player is Klaxing around, he gets the entire screen. A second player can join in at any time.

SCORING

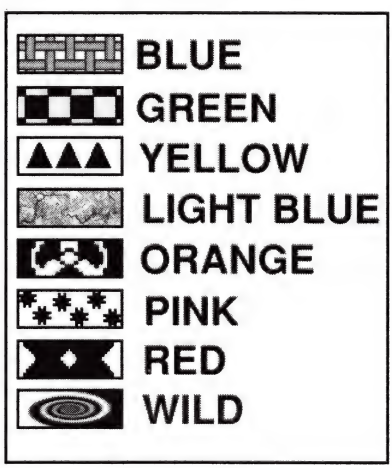
Understanding how you score points in Klax is understanding how to win the game. There are three areas of scoring to be concerned with.

Klaxes are your basic point-makers. There are nine types of Klax altogether; three ways of making a Klax (vertical, horizontal, diagonal) and three lengths of Klax (3, 4 or 5 tiles). Here are the point values.

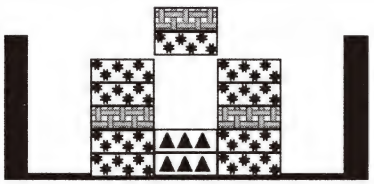
Vertical Klax: 3-Klax = 50 pts. 4-Klax = 10000 points. 5-Klax = 15000 points.
Horizontal Klax: 3-Klax = 1000 pts. 4-Klax = 5000 points. 5-Klax = 10000 points.
Diagonal Klax: 3-Klax = 5000 points. 4-Klax = 10000 points. 5-Klax = 20000 points.

As you can see, vertical 3-Klaxes are almost worthless, but vertical 4-Klaxes are quite lucrative. So are diagonal Klaxes. If you're going for points, you want to achieve vertical 4-Klaxes and diagonal Klaxes.

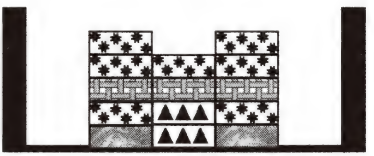
Throughout this chapter, we've included several diagrams to help you score the big Klaxes. We've used distinctive patterns to represent the tile colors. Use this chart to help you understand what we're referring to.



The **Score Multiplier** measures the number of Klaxes you achieve with one tile. It will keep going until all the Klaxes have been counted.

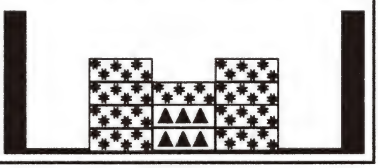


In this first image, drop both tiles into the space.



This creates a horizontal 3-Klax with a Score Multiplier of one.

The Pink tiles score two vertical 4-Klaxes, two diagonal 3-Klaxes, and a horizontal 3-Klax, making the Score Multiplier equal to 6.



In the picture above, you would score 1000 points for the first Klax, but then five more Klaxes are formed when the tiles drop. That bumps the Score Multiplier up to 6. Therefore, your total score is 187,000. Here's how it works:

Horizontal 3-Klax for 1000 x 1 = 1000
2 Vertical 4-Klaxes for 20000 x 6 = 120,000
2 Diagonal 3-Klaxes for 10000 x 6 = 60,000
Horizontal 3-Klax for 1000 x 6 = 6000
Total is 187,000

The final area of scoring occurs when you complete a level. You'll receive **Bonus Points** for any tiles left on the Paddle, and any spaces left in the Bin.

LIVES AND HOW TO LOSE THEM

At the beginning of the game, you're given the opportunity to start on Level One, Level Six or Level Eleven. This will not only earn you Warp Bonus points (if you complete the level), but will determine the number of drops allowed on the Drop Meter.

If you start at Level One, you'll be allowed three drops—that is, allowing a tile to tumble off the Ramp without being caught by your Paddle. This can also happen if the Paddle is full; it can only hold a maximum of five tiles. When the third tile drops, your game is over. If you start at Level Six, you're allowed four drops, and at Level Eleven, five.

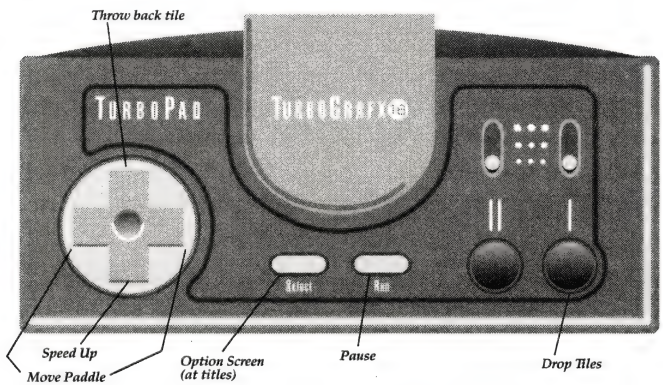
There is a catch, of course; the Drop Meter is not cleared at the end of every level. It's cleared at the end of every five levels, when you're given the opportunity to Warp again.

You can also lose by filling the Bin to capacity.

CONTINUES

You can continue three times; you'll start from the beginning of the last level you reached. Press Select at the title screen for a special Option Screen. Here, you can alter the number of credits and a lot of other game parameters. (You can practice your Japanese with one option.) You can even adjust the difficulty level up or down.

CONTROLS



WEAPONS

Although you don't have any weapons in Klax, you do have some special moves. Of course, you can move the Paddle back and forth, and drop tiles into the Bin.

You can also press Up to throw tiles on your Paddle back onto the Ramp. You would do this to rearrange the stack currently on the Paddle. Don't abuse this feature or you'll soon find yourself in tile overload mode!

Finally, you can speed up the Ramp and get the tiles to drop more quickly by holding Down. Why would you do this? See the Strategy Session to find out.

SPECIAL ITEMS

None at all.

FRIENDS

The tiles are your "friends", since they're the things that run up your points! There are several different colors of tiles, with more appearing as the game goes on.

There is also a special tile called the Wild Tile. This tile can form part of a Klax representing any color—or even several colors!

ENEMIES

The enemy in Klax is time. As you play on, the game will speed up slightly. Therefore, the more quickly you play, the easier the higher levels will be.

STRATEGY SESSION

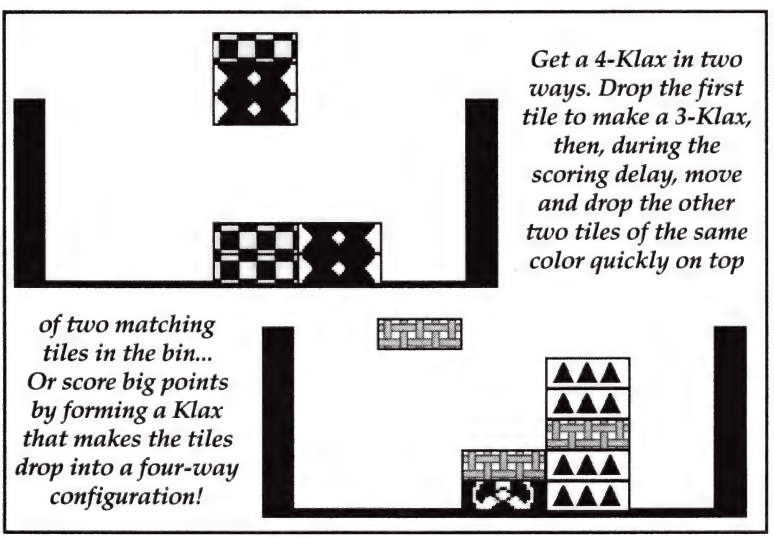
General Strategies

Players tend to drop tiles in bunches, as they get flustered after dropping the first tile. When you drop a tile, don't worry about it. Just concentrate harder on the situation so that you don't drop another one!

Since the game gets faster over time, speed up the tiles by speeding up the Ramp. Don't get carried away, or you'll see just how fast you can fill up the Drop Meter.

The Warp Bonus may look tempting, but it's not worth it. You can rack up way more points with radical patterns in the easy early levels.

There are two ways to make a vertical 4-Klax. If you've noticed, there's a slight delay when you score a Klax. You can use this delay to drop additional tiles, and the game won't count them until it starts up again. The other way is to set up a chain



Get a 4-Klax in two ways. Drop the first tile to make a 3-Klax, then, during the scoring delay, move and drop the other two tiles of the same color quickly on top of two matching tiles in the bin... Or score big points by forming a Klax that makes the tiles drop into a four-way configuration!

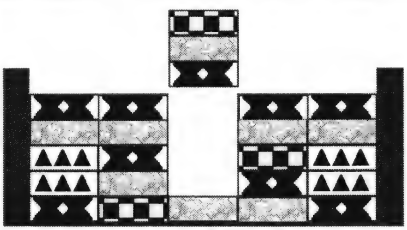
reaction. By doing one Klax, you can cause other Klaxes to drop into place! This will also increase the Score Multiplier, getting you bigger points.

Klax to the Max

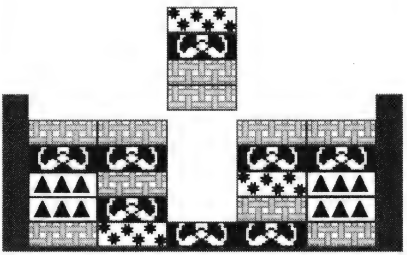
You want points. Lots of them. Well, get ready to work for them. With practice, your scores will be into the millions.

There are two different high score tables you can get on. One scores "by credit," and the other scores "by game." With the techniques you'll learn in this chapter, you'll top both lists!

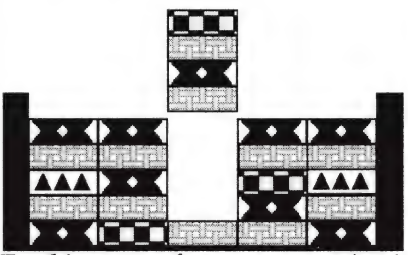
Here's a level-by-level guide to Klax supremacy.



This pattern scores 370,000 big ones.



Or how about this for 565,000?

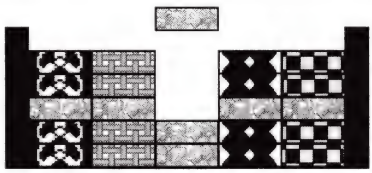


Try this pattern for even more points!

Level One. This is the easiest level of the game, and yet the hardest. Why? Because the patterns you can form for maximum points are fairly complicated. They don't get any harder, so that's some consolation.

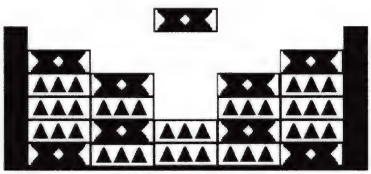
There are only four colors of tiles for this level, which is why you can do so many variations. Below are three high-scoring patterns that you should aim for on this level. Remember that for all of these patterns, you have to drop all the tiles before the scoring delay runs out, or you're stuck. And you also can only create one Klax, at the most, to get rid of unwanted tiles. Otherwise, the first tile you drop will form the third Klax, and you'll finish the level before you get the big scores!

Level Two



This level is similar to Level One, except for the addition of more colors, which makes the more complicated patterns next to impossible. Try the Tengen Stax instead. This Klaxagram was discovered by the players at Tengen. This one is worth more than 200,000 points.

Level Three

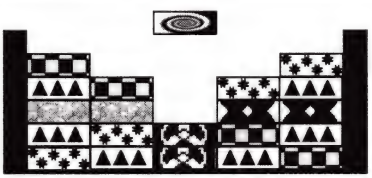


Your first diagonal wave. You should try for a Big X. Finish the level quickly to keep the game speed reasonable. Have you been pulling the tiles down the Ramp to save time? If not, things are going to be even tougher than usual.

Level Four. Treat this level the same as Level Two. There are more colors, so things will be even more complicated. This is a Points Wave, so anything you score over the 10,000 points required will be doubled as a bonus. So if you complete the Tengen Stax for 200,000 points, you'll receive 390,000 points with the bonus!

Level Five. This level is more survival than points. By now, you should be near a million points! Make Vertical Klaxes to get rid of the tiles. When you finish this level, warp to Level Eleven.

Level Eleven



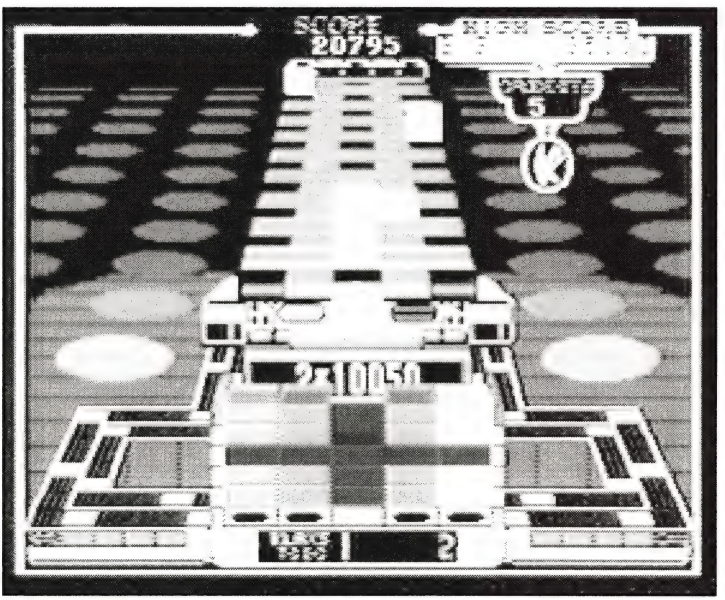
By doing a Big X, you'll warp to Level Fifty-Six. Or use the pattern shown in the diagram to do this. It's called the Super Star. You'll need to get a Wild Tile make it work. Of course, as we said, you can do a simpler Big X. But it's the 90's. And there's time for adventure.

Level Fifty-Six. Go for the Super Star again. From here on, things will get very fast—almost impossibly so. Go for the points!

SHH... THE SECRETS

To see what all the levels look like, check out the Option Screen (press Select when the game title is showing), and then press Select and Run together. You'll then be able to view each level of the game. You can't play them, though. Sorry.

Here's something to aim for: the highest known score for Level One is close to 720,000 points!

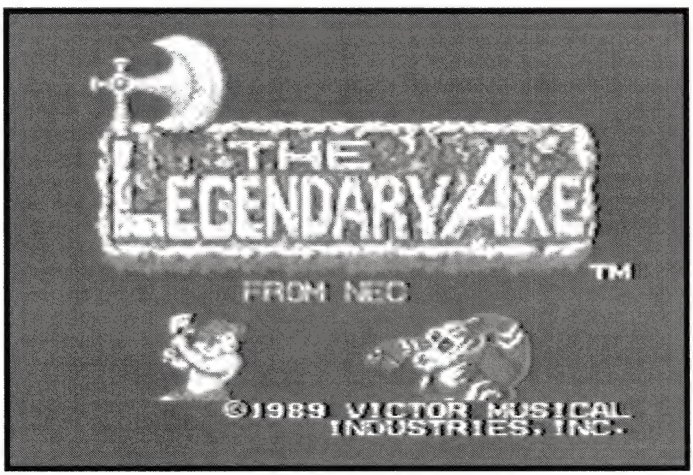


Making the Tengen Stax.

CHAPTER 10

Legendary Axe

Distributor: NEC
Game Type: Arcade Action



WHAT'S GOING ON?

The evil Jagu cult demands a sacrifice from the village of Minofu each year. This year, they've chosen the lovely Flare. That was a mistake. You see, she's the best friend of Gogan the Mighty Warrior.

Gogan has been away from Minofu for two years, studying combat. Now he's back—and he's mad! With the powerful Legendary Axe in his hands, he runs to the Evil Place, where Flare has been taken. He'll need every one of his newly learned fighting skills to rescue Flare—and stay alive!

WHO ARE YOU?

Gogan. You're muscular, smart, and itchy for battle!

PLAYERS

Gogan is a solo act.

SCORING

Mighty Warriors like you earn Mighty Scores by slaughtering the forces of the Jagu cult. The more powerful the cult member, the more points you get for introducing them to the Legendary Axe.

LIVES AND HOW TO LOSE THEM

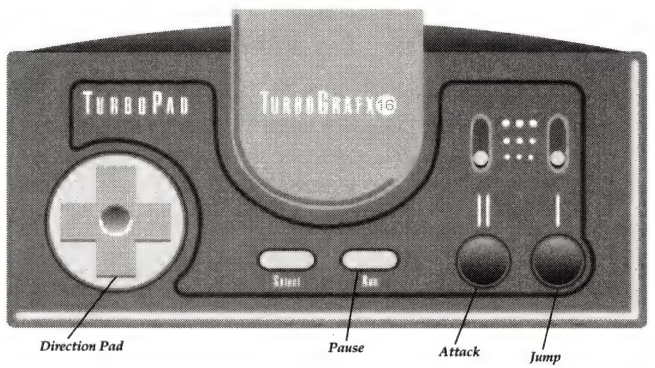
Gogan starts with two lives. Each life has a Vitality Gauge with ten Bars. The Gauge is drained as you're hit by cultists and other creatures. If the gauge empties, you lose a life.

There are several Special Items you'll find to restore the Vitality Gauge, and one you'll find for an extra life; see the Special Items for descriptions!

CONTINUES

If you lose all your lives, you'll have the opportunity to continue from the last Zone you reached. You can continue four times.

CONTROLS



WEAPONS

The **Legendary Axe** is a powerful, mystical weapon. At first, it only has limited power, but as you collect Power Supplies, its power will grow. The Power Level indicator shows how many Supplies you've collected and added to the Axe. Each Supply adds 25% more power to the Axe. You start out with a fairly ho-hum Axe at 0% power. It really isn't Legendary until you collect four Supplies and charge it up to 100%. Then look out!

The Axe's power will gradually charge up to its maximum after you use it. This is slow, and with Jagu fanatics charging you, it's not convenient! By collecting **Wings**, you can speed up the rate at which the Axe charges up.

SPECIAL ITEMS

All the Weapons and Special Items are contained within Jagu idols. Give them a good whack with the Axe to open them up.

The **Blue Crystal** is a cool 5,000 points.
The **Red Crystal** is an almost-as-cool 1,000 points.
Life-Recover A restores one Bar on the Vitality Gauge.
Life-Recover B charges up three Bars on the Gauge.
Life-Recover C is the best one, recharging seven Bars!
The **1-Up** symbol adds an extra life to your collection.

FRIENDS

Hey, you're entering the Evil Place! You wouldn't have any Jagu cultists for friends. There's still Flare, though.

ENEMIES

The Jagu cult has attracted a large variety of bizarre creatures. You'd be almost fascinated with them if they weren't trying to kill you!

Amoebas spin around, launching fireballs and landing on their hands and feet!
Ape Man smashes through walls to hurl rocks at you!
The **Aqua Lung** has left the water to attack you! Watch out for its fireballs!
Ball Throwers throw balls at you! Surprise!
Cave Men aren't too sophisticated, but their huge clubs can still hurt you!
The **Demon Giant** attacks with his sharp claws and awesome jumps.
The **Evil Eagle** flaps above you before swooping down for dinner!
Frog Men leap from the water to attack!
Giant Boulders are huge rocks that must be hit with a powerful Axe to be destroyed.
The **Giant Tarantula** spins down on its web, spitting poison at you.

Jagi spits bouncy balls of fire.
Monkeys jump on your back and take a bite! Falling into a pit of Monkeys means almost certain death.
Nomads have big axes and different colors of armor that indicate their power.
Poisonous Moths are irritating little bugs.
Punjabbi attacks with a powerful spear that he even uses to block Gogan's swings!
Rock Man looks like a rock, but mutates into his true form when Gogan comes near.
The **Rolling Armadillo** scurries back and forth, looking to run into you.
The **Vampire Bat** wants to suck your blood!

STRATEGY SESSION

General Strategies

The Jagu cult doesn't have much of an imagination; they'll attack in the same patterns every time. This will help you to predict their attacks and do what's necessary to avoid them!

Jumping is somewhat tricky—there are some ledges where you'll need careful timing. And remember that you can steer jumps to a certain extent. Attacking, on the other hand, is easy; just hack away when they get close!

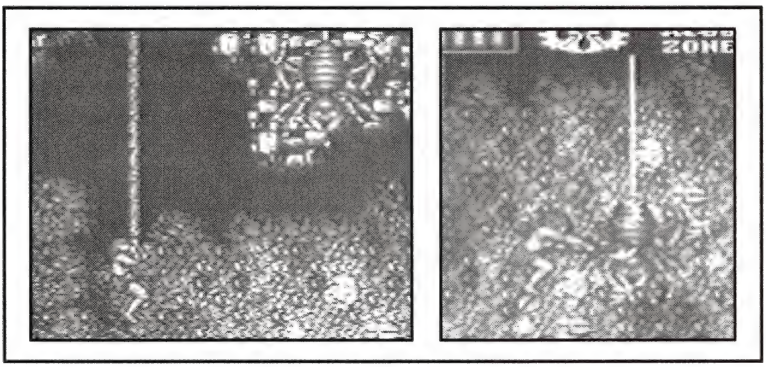
There are two other guidelines to keep in mind. One is that you need to take care of your enemies one (or two or three) at a time. If you skip past an enemy, it will usually follow you. Add the one you skipped to the next bunch you'll encounter next, and you'll have more than your axe can handle. Another guideline is that some enemies are easier to beat with repeated fast strokes of the axe while others are much more easily defeated with fully charged axe whacks.

Try not to die. O.K. That's a pretty obvious tip, but if you die, you lose some of your speed, and speed is very helpful for beating certain enemies. Life in the Evil Place is just easier if you stay alive.

You'll find several places in the game where you can lure your enemies into pits or water, never to be seen again. Keep your eyes open for those places, but don't let them push you in.

Zone 1

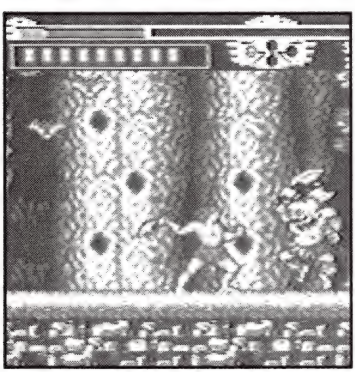
Don't just stand there! Start walking to the right. This is the direction you'll be headed in during all the levels. Here comes a



flock of Vampire Bats! Don't jump to slash them—they're not worth the points. Worry about the Nomads coming towards you! They'll each take two Axe strokes.

After three Nomads, you'll reach a vine. Jump over to it and slide on down. Right before you hit the ground, a Giant Tarantula will appear on its web! Get close to the web and wait for it to come back up. Then attack, jumping up to slash it! When it stops moving, run all the way to the left; the big spider will spit big balls of poison at you! Leap the poison and come back to attack. You can also hit the poison with the Axe.

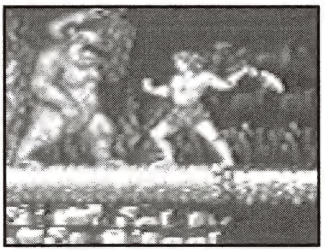
Squish the spider (he'll take several hits) and he'll drop three items; a Wing, a Power Supply and a Life-Recover C. Take them all, but don't go up the bone ladder. Instead, keep walking to the right. Open the Jagu idol with the Axe for a Crystal! Keep going for a Wing and another Life-Recover. Walk back to the ladder and climb up.

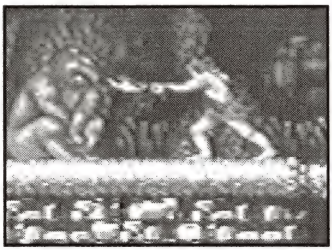


The Axe at 25% power.

Kill the Nomads—it will only take one swing of the Axe now. Use small jumps to leap from ledge to ledge. On the final ledge, use a big jump to make it across. If you fall, you'll have to walk left, climb up the bone ladder, and try it again.

The Nomads will leap at you now. Run under their jumping arc and slash them as they land. Keep going until you reach a log bridge. Here come the Demon Giants! Actually, they're bears, but Demon Giant fits in more with the Jagu philosophy.

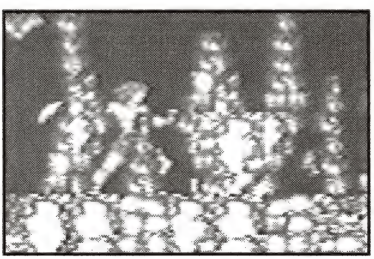




When you hit a bear—er, Demon Giant, it will leap upwards. You can either jump and attack again, or try to run under its leap. A good strategy is to jump up and attack once; this will make its attacking leap even bigger, and will give you lots of room to run underneath. You have to beat both the Demon Giants to advance to the next Zone!

Zone 2

Hot lava! Don't sweat it; just start moving to the right. You'll have to duck and slash to avoid some of these pesky Bats. When you walk past the first lava pool, start slashing at the rocks on the ground. A Jagu idol is hidden; it will give you a power-up.



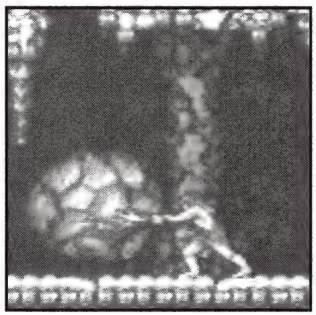
Just after you walk onto the second pool, an Amoeba (which really looks like a seahorse) will drop from the roof. The Amoebas are best dealt with by ducking and using rapid-fire Axe swings. Use the technique on this one and get ready for some leaping. Jump from ledge to ledge in between the spurts of the fireballs. You'll have four leaps to make.

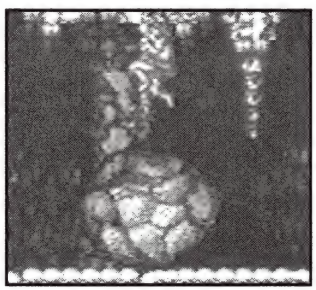
After you leave the lava pools, the Amoebas will be back. They'll be attacking in pairs now. Duck and get rid of them before you move on; otherwise, they'll just make you miserable later! There will be an idol in between all the attacks.

When you reach the lava again, there will be two idols to open—with Life-Recovers! Keep killing the Amoebas until you

reach the vine. Leap when the vine's headed towards to the left, ride it to the right, and then leap off when it just starts to move back to the left. Keep moving and a Giant Boulder will roll your way!

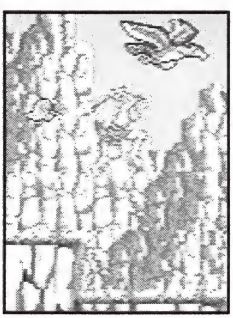
Slash it and then run to the left until the Axe is charged, then turn around and hit it again. It may hit you, but concentrate on hitting it first. Three full-power hits should destroy it. Now move back to the right until you reach the idols and the vine. Here comes another runaway Boulder!





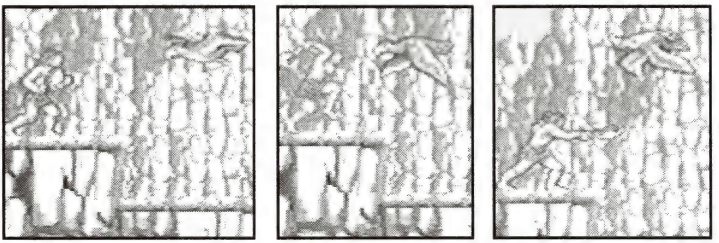
Hit the second Boulder once or twice and then leap onto the vine and climb to the top. Then jump down on the side opposite the one the Boulder's rolling in. Hit it, leap and climb, and repeat until the Boulder's rubble.

Zone 3A



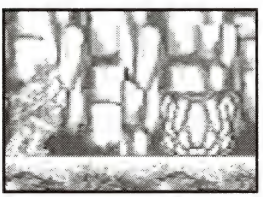
Just after you start walking to the right, watch out for the Nomad that attacks from behind you! Turn around and show him he didn't surprise you. As you walk down the cliff, the Evil Eagles will start to appear.

There are two ways to attack the Eagle; jump up and attack it from underneath, or wait for it to swoop down and fly at you. Jumping up is dangerous, but surprises the Eagle; waiting for it to attack is safer.

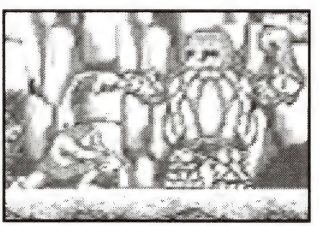


Jumping up is dangerous, but surprises the Eagle; waiting for it to attack is safer.

Keep walking and jump across to the next cliff. Then walk right, without jumping, and you'll fall down to a ledge. Move to the right until you see a rock. It's not a rock—it's a Rock Man! Duck down and rapid-slash with the Axe to avoid its pointy hand. Then open the idol it was guarding.



Leap to the third cliff and leap up to the top—there's an idol up there. There's also a Nomad and an Eagle. Deal with them and get ready for lots of leaps. There will be two levels to each cliff; the upper one will often have a Rock Man waiting for you. The strategy, then, is to leap across on the lower levels. This way, only the Eagles will attack.



Stay on the low level and you'll eventually reach a series of small cliffs with idols to collect! Leap from cliff to cliff, opening the idols for Crystals. Watch out for the Moths; don't leap if there's one in your flight path. The final two idols will contain a 1-Up and a power-up.

Now walk back to the left until you reach a cliff where you can leap from the lower level to the upper level. Do it and start leaping to the right again. You'll have to destroy two Rock Men and then collect an idol. Now you have to fight the Blue Nomad! This toughie throws axes and jumps backwards when you hit him.

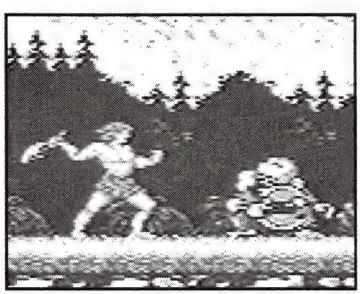
Stay at a distance and wait to leap or duck his axe, depending on the level he throws it at. Then charge him and whack him with the Axe. A few hits is all you need. Keep walking and you'll be on a flat cliff. The Blue Nomads will attack on this ledge; try to kill all of the Nomads on the screen before you move on, or you'll have to deal with several of them at once!

When you reach the end of the flat cliff, stay on the lower level as you move right. You'll come to a platform floating back and forth. Leap onto it when it's floating towards you, ride to the right, and jump when it starts moving left again. Keep walking right and collect all the idols, then return left to the log and move back to the cliff. Now go up those steep stairs.

Destroy the leaping Nomads and move over to the vine. Leaping onto the first one is easy; jumping onto the second isn't! Hang on until the two vines are swinging more or less in sync, and then leap when the vines have swung all the way to the right and are getting ready to swing left again. You'll get the second vine easily. Then jump onto the cliff.

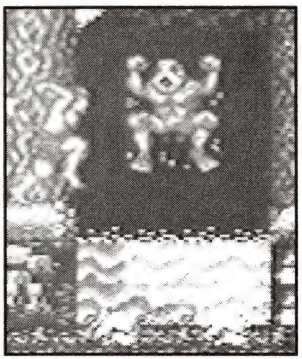
You'll be attacked by white Demon Giants, Rock Men, and Evil Eagles! Try to kill one at a time before you move to the right, or you'll need to take on several at once. Keep moving and you'll enter the next sub-level.

Zone 3B



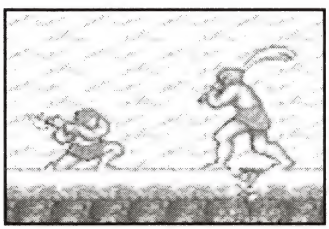
Move just slightly to the right and a Blue Nomad will appear from the left. Kill him and his partner that attacks from the right. Keep walking right and you'll be attacked by a sliding Red Nomad! A standing chop will punch his clock.

One more Blue and one more Red Nomad later, you'll be at the first of three vines. Use the technique you used last time and you'll have no problem. Jump over the first waterfall

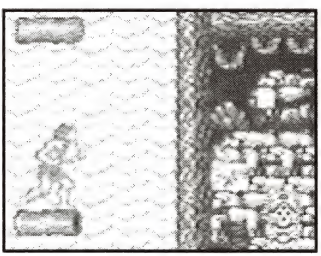


and destroy the Rock Man. Don't leap over the second waterfall; move close and a Frog Man will leap out of the water! Depending on your power level, he might take several hits. Be ready to dodge his fireballs.

The third waterfall has two Froggies, and the fourth only one. Pass the fourth and destroy the two Rock Men. Now you'll get to leap onto the white blocks. Stay on the higher ones, but move slowly; a Frog Man will attack somewhere in between the blocks. You may need to leap onto other blocks to dodge the Frog's fire. Keep moving and leap off the farthest-right blocks to land on the flat ground below.



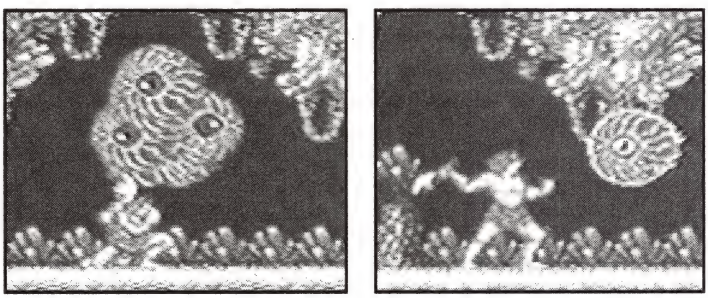
Move slowly to kill the three Frog Men that will attack. Then you'll come to some more blocks! And more Frog Men! Pass all the blocks and you'll land on another flat area. The guy with the huge club is a Cave Man. There's another one behind him. The best form of attack is a ducking slash when you move towards them, and a standing slash when they move towards you.



Beat both the Cave Men and leap onto the logs cascading down the waterfall. Jump onto the ledge in between the falls, and then jump over to the other logs. Don't leap up to the ledge; ride the logs down to an idol. Open it and you'll find a key. Grab the key and a secret door will open with four idols inside! Scoop 'em up and go back to the logs. Leap up them and to the high ledge.

Pass the Rock Men and Cave Men. You'll soon reach the Aqua Lungs! Their attack pattern is to swarm at the top of the screen, firing a three-way fireball, and then to swarm down right on top of you!

Let them swarm above you and move away from them. When they start to charge you, Axe the lead Lung and then duck

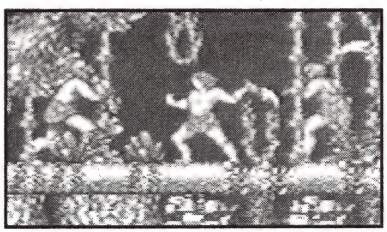


Be patient. Wait for your chance.

below them while they swarm above you again. Keep repeating this until you've deflated all of them!

Zone 4A

This isn't really a Zone, just a door guarded by two Cave Men. Try to get both Cavesters on one side of you; this way you can hit them both with one swing. Even better, push them off the left side of the screen and duck while slashing. So long, guys!



Don't get surrounded.

Zone 4B

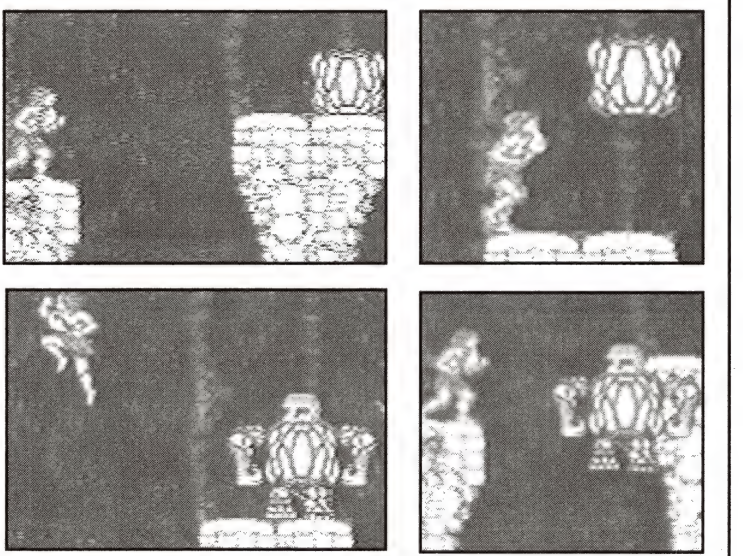
What a way to start out—a Giant Boulder! Hit it and scamper left to charge up before you turn around and hit it again. Don't get driven to the wall! Walk right again and beat the Amoeba. Use the floating log and beat another Amoeba!

As you climb down the stairs, a single Aqua Lung will attack. Use the Lung technique (namely, hack away) and then jump from ledge to ledge. Watch out for the waterspouts! Leap onto the first of three vines. You'll slide down these vines, but don't let that throw you. Or drop you!

Back on the ground, defeat the roost of Rock Men. Keep going and you'll reach a water hole. A Frog Man just happens to be in this one. Kill him and the Aqua Lung nearby. Pass the hole and there will be more Amoebas to beat. When you leap over the second water hole, if an Amoeba drops too close to you,

jump back. Don't get knocked into the water! Often, if you're a little bit lucky, the Amoeba will drop into the water instead.

The Aqua Lungs and Frog Men will be going all-out; move slowly and kill each one as it gets within Axe range. You'll get past them and reach another series of cliffs to jump. Oh no! Watch out for Frog Men and waterspouts.



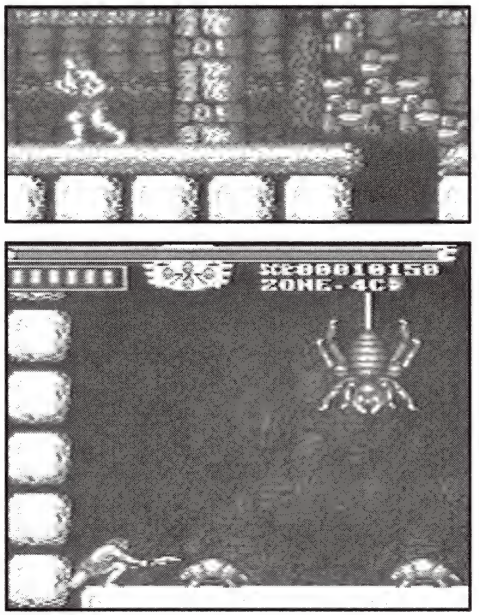
When you see the ledge with a Rock Man, use this trick; leap to the cliff and get the Rock Man to wake up, then leap back to the safe cliff. He'll slide right off! Use the same trick on the Rock Man next to the bone ladder, and then climb up.

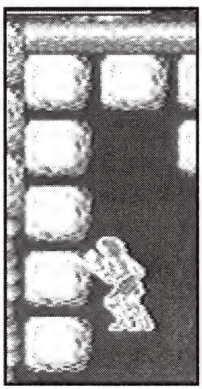
Zone 4C

Take a look at the ground beneath you, because not all of it is solid—as you're probably going to find out!

Notice that the ground has segments of six small squares, and then larger segments separating the smaller ones. Some of those smaller segments are really trap doors. Nice, huh? Don't worry about it yet; you'll be safe until you reach an area with two idols.

Get the first idol, and then leap over to the third segment from the left to get the second idol. If you blow the jump, you'll fall into a pit with a Giant Tarantula and Rolling Armadillos. You'll have to destroy them all to make a ladder appear leading





If you blow the jump, you'll fall into a pit with a Giant Tarantula and Rolling Armadillos.

back up. Of course, the Tarantula gives you some nice power-ups if you defeat it. If you make the jump over the hidden pit, leap to the right again and you'll be safe.

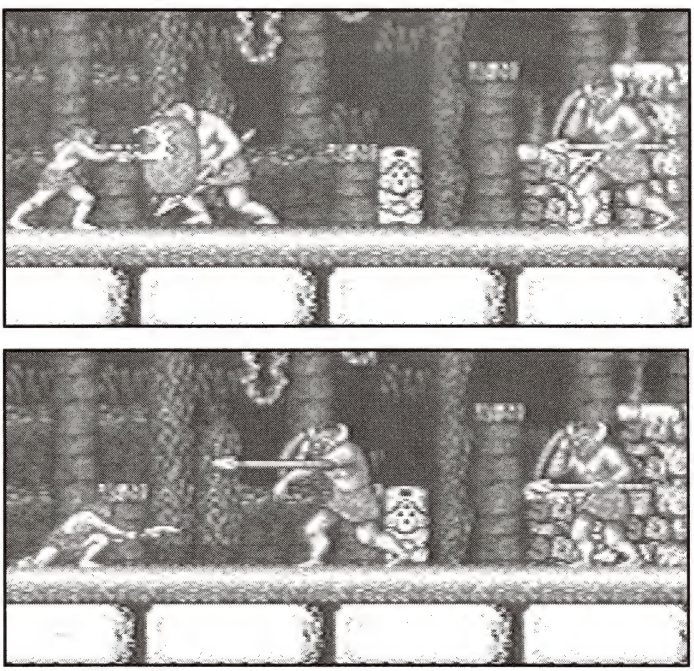
Kill the Cave Man and collect the first idol. Then leap over to the second idol. Then leap again to the right! This pit-jumping is boring, but at least you're not in the pits!

There will be two more Cave Men to give a fighting lesson to, and two more idols. After you grab the second idol, get ready for more jumping. Leap to the third segment, and then to the sixth. Turn left and chop the idol open. Then jump right. Easy!

If you do fall into the pits with the Monkeys, you're bummed. Try shaking rapidly right and left to try to knock them off. Your best hope is to jump onto the ladder instantly and climb like Tarzan. Once the Monkeys get on your back, it's pretty much sayonara to that Axe-man.

You can stop worrying about the trap doors now; you can start worrying about the Cave Men! You'll have to destroy a multitude of them. When you reach a row of idols, the Cave Men will stop arriving. Good. The Punjabbis will attack! Bad!

They'll attack from both sides. So jump to the left side of the left Punjabbi. The attack strategy is simple enough; stay ducked,



The Punjabbis are tough. Try to hit them with all your power.

let Punjabbi walk into the range of your Axe, and swing away. The more charged up your Axe, the better. Sometimes Punjabbi will stick you with his spear, using its longer range. This can't be helped; just stay low and swing true.

Two fully-charged (100%) swings will destroy a Punjabbi; otherwise, it will take a lot of lesser swings. If you're unfortunate enough as to die, you'll want to fall into the first pit of the level to destroy the Tarantula for power-ups.

Zone 5

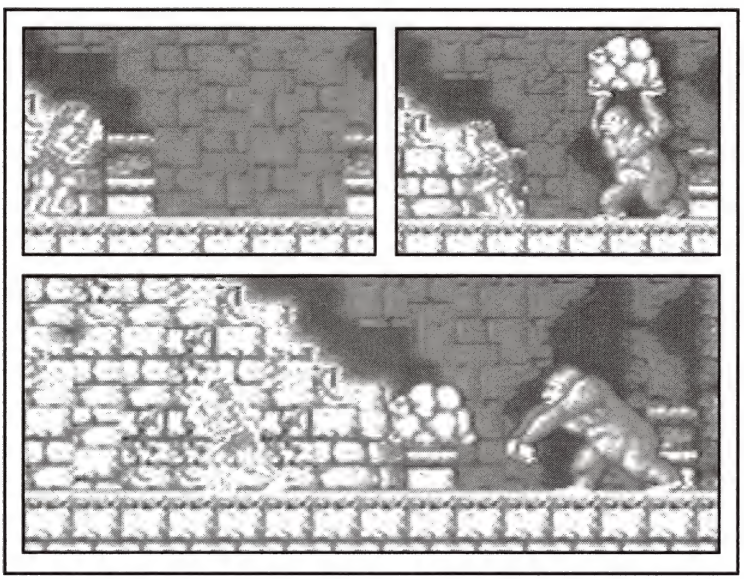
Kill the Red Nomad that attacks from the left; then be prepared to fight another Punjabbi! And this one throws spears too! Luckily, you've got more room to maneuver. Hit him and run left until you're charged up, then run back to show him just how charged up you are!

Run down the stairs and open the three idols. Don't jump across yet; wait for an axe to fly at you! Then leap across and

Look before you leap!

you'll be fighting a very Red Nomad! Beat him and then wait for the another axe before you jump to the next ledge. This one has two Nomads!

The third ledge is a solo Nomad, the fourth ledge two, the fifth ledge one. Finally, you'll reach some stairs. Grab the idols on them and climb up the stairs. Start walking to the left. You'll be set upon by some very unfriendly sliding Nomads. Duck and slash to hit them; a full-power swing will do the trick! When you reach the stairs, jump up and you'll be walking right again.



Don't get too close to the brown wall; an Ape Man will smash out of it! Hit him with the Axe while he's lifting a rock over his head, then run left to dodge it as he throws it at you.

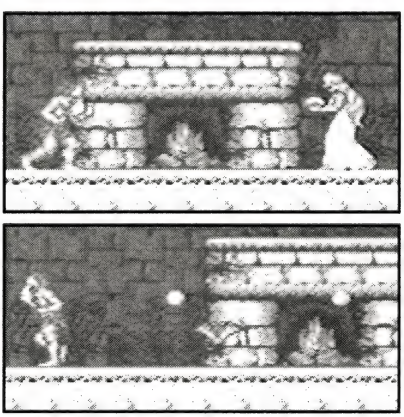
He'll take lots of smaller hits or two full-power ones. This is only the first Ape; there are two more before you reach the end of this ledge.

Walk down the stairs and you'll meet your old enemy Punjabbi! Kill him and then move right. Two Apes! By the way, there are hidden idols behind the pillars—jump up and slash to open them. Beat the Apes and a Nomad and you'll reach the entrance to the Pits of Madness.

The Pits of Madness

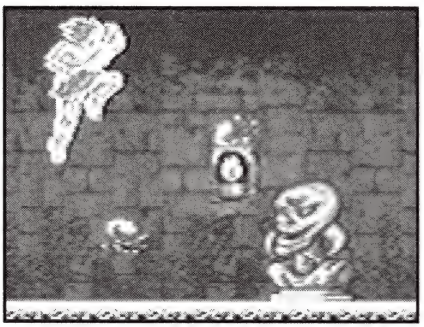
The Pits have lots of different lettered areas. You start at A, and you've got to work your way to S. If you take a wrong turn, you'll be warped all the way back to the beginning! But that won't happen to you! Right?

Zone 5A: Keep running to the right, snuffing out the occasional Bat. The door is at the end of the corridor.
Zone 5B: Two Demon Giants and an Amoeba! You'd be smart to jump over them and get through the door quickly.
Zone 5C: Two idols. No enemies. Cruise time!
Zone 5D: Leap over the pit and walk to the right to collect two idols. Then walk back to it and fall down. Down here, you'll face two Rock Men and an Ape Man. Walk to the left and let the Axe charge in between swings!
Zone 5E: More Bats, and Cave Men too! Keep going until you reach a pit. Don't jump it; fall down to grab the two idols and go through the door to I.
Zone 5I: Frog Men in the floor. Walk slowly!



Avoid the surprise balls.

Zone 5J: Aqua Lungs are the aggressors. Jump the pit and walk to the right until you reach the door.
Zone 5K: Your first encounter with the Ball Thrower! When you Axe her, run to the left to dodge the Balls that she leaves behind. There will be several of these; run quickly to the door!
Zone 5L: More Ball Throwers and another new foe, the Jagi. To destroy a



Jagi, move until you can just see the Jagi on the right side of the screen. Charge the Axe to the max and jump at the Jagi, hitting it with full power. Boom! Move very slowly in this Zone, letting the Axe charge up after destroying each enemy. You'll have to beat several more Jagi, Aqua Lungs, and Ball Throwers. Keep going until you reach the pit. About time! Jump down and walk through.

Zone 5T: Loads of attacking Amoebas. Jump past them and into the door.

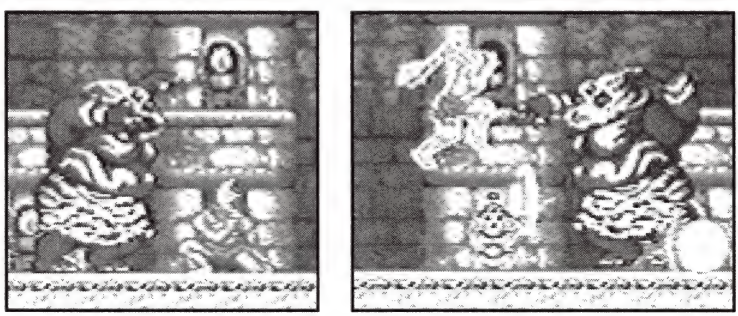
Zone 5U: Jump over the first pit; don't let the Nomad knock you into it. Walk until you reach the second pit, and then jump down.

Zone 5O: What? You went backwards? Yup; they don't call them the Pits of Madness for nothing! There's two Aqua Lungs and a Cave Man in here; you know how to beat them by now!

Zone 5P: Jagi and Nomads. Jump down the first pit you reach.

Zone 5Q: Punjabbis! Aargh! You'll need to beat three before you reach the safety of the pit. Going down?

Zone 5R: Here you are! And here's one tough dude! Make sure the Axe is fully powered. Then wait at the left side of the screen, letting the beast spew fireballs. Jump just after he spews one and chop him! Then run back to the left. When he starts to blink, he's getting ready to teleport. Sometimes he'll warp to the left side of



Wait at the left side of the screen, letting the beast spew fireballs. Jump just after he spews one and chop him! Then run back to the left. If he stays on the right, stay left until the Axe charges up and hit him again.

the screen, sometimes he'll stay on the right. If he stays on the right, stay left until the Axe charges up and hit him again.

If he comes over to the left, duck down and stay close to him. This should keep you safe from the fireballs. Hit him only when the Axe is fully charged. He'll take three full-power hits before he dies.

Zone 5S: Jump up the stairs and leave the Pits!

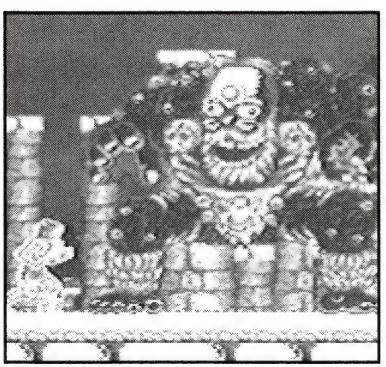
Zone 6

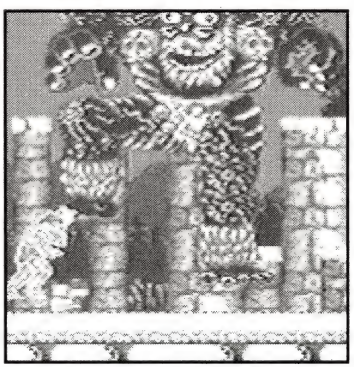
There will be several idols to grab, and then everything will flash crazily! This signals the arrival of Jagu—leader of the cult! You can defeat him—the Legendary Axe will prevail! (If it doesn't, see The Secrets for some tips.)

SHH... THE SECRETS

How do I defeat Jagu? Jagu will appear on the right side of the screen. Turn to him and keep whacking him on the leg with the Axe! He'll eventually leap at you; try to duck under his leap and run to the right. Then turn around and start hitting him again.

His second leap will be back to the right; get ready to duck and run. His third leap isn't all the way to the left; it's a smaller jump to the middle of the screen. Run to the left and keep hitting him! When he starts turning red, the end is upon him!





How can I get extra continues? Yes, you can do it. The first time you lose all your lives, when the Game Over message is showing, press Right on the direction pad as many times as you can. The continue screen will come up and show you how many you have. If you're really fast, you can get a lot—at least 30 or more!

CHAPTER 11

Legendary Axe II

Distributor: NEC
Game Type: Arcade Action

WHAT'S GOING ON?

The King had passed on. The fate of the Kingdom was now left to his two sons, Prince Zach and Prince Sirius. To determine which one would rule, they engaged in a tremendous battle.

Just when Sirius looked as though he would win, Zach called upon the dark forces of Drodan. Drodan was an evil sorcerer who had been banished from the Kingdom many years before. Zach easily defeated Sirius with his newfound powers.

Now Sirius must dethrone Zach and restore good to the Kingdom—using the powers of the Legendary Axe!

WHO ARE YOU?

You're Prince Sirius, looking to bust up Zach's party of evil.

PLAYERS

Legendary Axe II is for only one player.

SCORING

You score points by destroying the evil thralls of Zach. During the game, you'll be armed with a variety of weapons with which to do this. Strangely, the Legendary Axe isn't always your best choice, though it does come in handy against some of your foes!

LIVES AND HOW TO LOSE THEM

You start the game with three lives. Each life has a Life Gauge with five Segments. Each time you're hit by the enemy, the Gauge starts to shrink away. When the Gauge runs out, you lose a life.

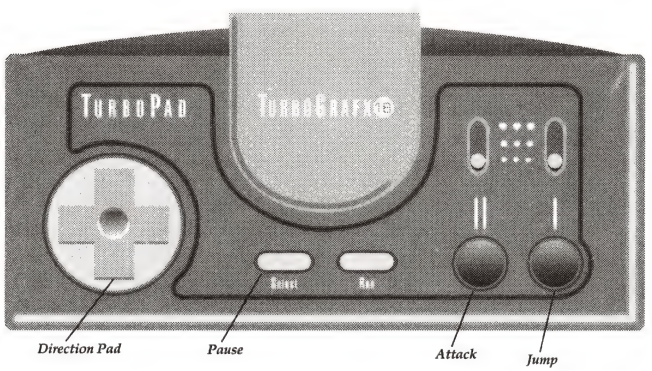
During the game, the Life Gauge will extend up to a maximum of ten Segments. You'll do this by defeating certain enemies.

For every 50,000 points you score, you'll be awarded an extra life.

CONTINUES

If you fail to reach Zach, you get to try again three times.

CONTROLS



WEAPONS

You start the quest armed with the Legendary Sword. You'll collect several different weapons, each with its own fighting strength and weakness.

The **Legendary Sword** can have its powers increased if you collect the Power-Ups left behind by some enemies.

The **Axe** is a close-range weapon.

The **Sickle and Chain** cuts a path through evil!
Magic Bombs will blow away anything close to them. You can only carry a maximum of ten Bombs.

SPECIAL ITEMS

The **Power-Up** increases the Sword's power!
The **Star** will increase the Life Gauge by half of its current level.
The **Half Moon** gives you an extra life.
The **Medallion** restores your life bar to its maximum level. It looks like a multi-pointed star.

FRIENDS

Prince Sirius is going into the center of Zach's evil domain, so he won't be meeting anyone friendly.

ENEMIES

Zach and Drodan have come up with many an evil foe for you. However, they weren't too happy with their names, so they might be different in your version of the game. Anyway, here are some of the nasty characters you'll meet along the way to Zach's place.

Patanay is a robot with hammers for arms.
Tobo is a robot equipped with homing missiles!
Kigg's a huge dragon!
Pumpman is a pumped-up soldier.
Ironback has three faces!
Noma-Locks hasn't been eating enough—he's a skeleton!
Oui-Oui isn't a French zombie—it's a female bat.
Mannie is really a fairy.
Kuradogeneshisu has two faces and a huge name to confuse you. Or he may confuse you more and change his name before you meet him.

STRATEGY SESSION

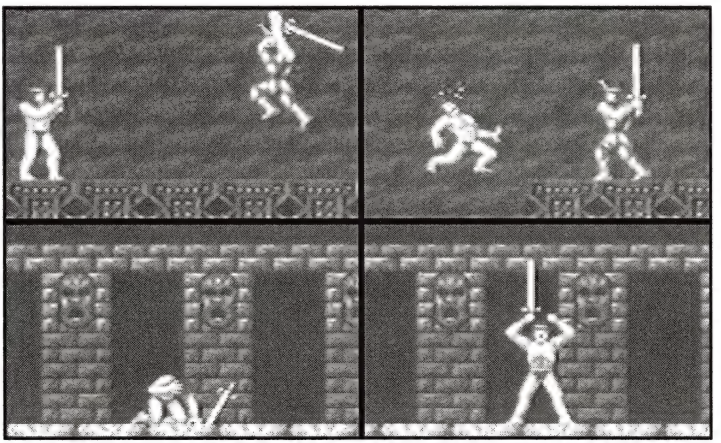
General Strategies

In this game, finding your way around is more difficult than dealing with the enemy. Only the Bosses are difficult to destroy. Timing is critical, but you don't even need to worry

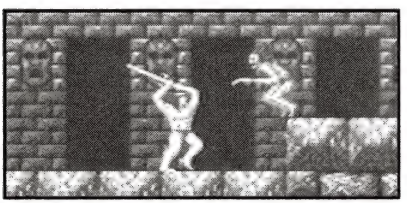
about this with the Turbo Switch on. So take the time to explore each level thoroughly.

Attack everything. You never know who's holding Power-Ups or other handy items.

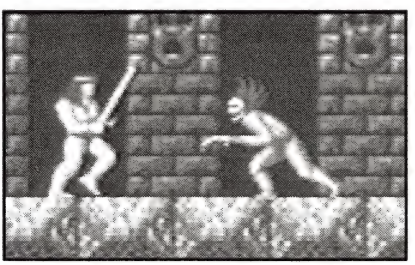
Level One



Before you get into the action, you'll see the swordfight sequence. Once Sirius takes the Sword, start moving to the right.



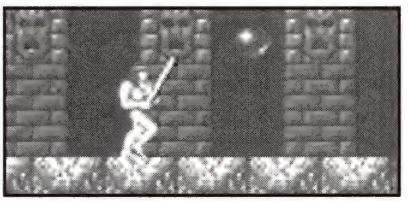
You'll be attacked by a very unpleasant Zombie! Slash him with your sword and keep moving. Another Zombie will leap off the ledge. Jump up and Zombies will attack from both sides! The one on the ledge will drop a Magic Bomb.

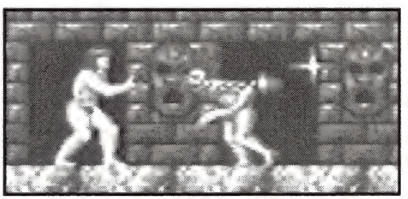


Continue to the other side of the ledge. One of the Zombies will drop a Star that will replenish part of

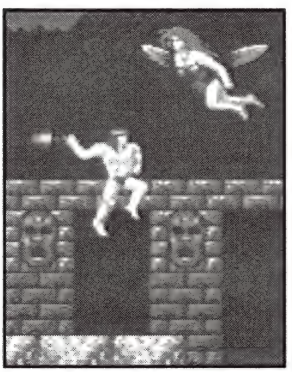
the Gauge. It should be very close to full anyway! Keep going until you kill a zombie that releases the

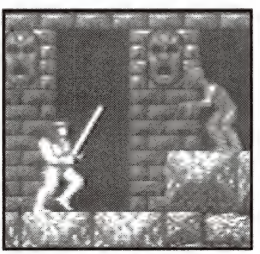
Sickle and Chain. Jump up to get it and notice that the Level Gauge increases by one.



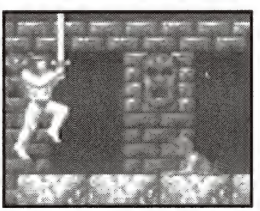


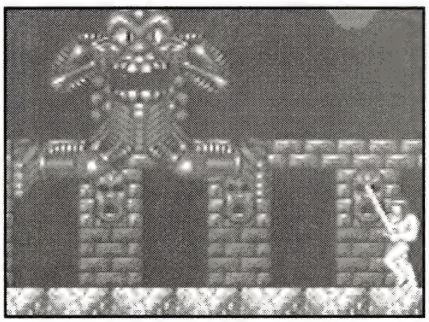
When you jump down a tall ledge, the Mannies will start to attack. They stay in the air, at a diagonal to you, zooming to the attack. Use the Sickle at a diagonal to hit them. Fairly soon after jumping down here, a Zombie will leave behind a Sword Power-Up. Now you'll have the Sword with a power Level of three!





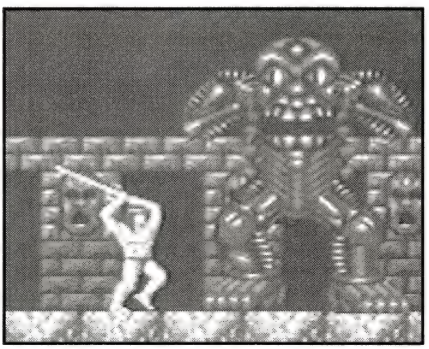
The next Zombies you'll meet are black in color. Depending on where you hit them, they'll either be cut in half (ugh) or lose their head (ick) and start coming at you again! One more hit will destroy them. Soon after them, the screen will flash red. This means that the Boss has arrived!

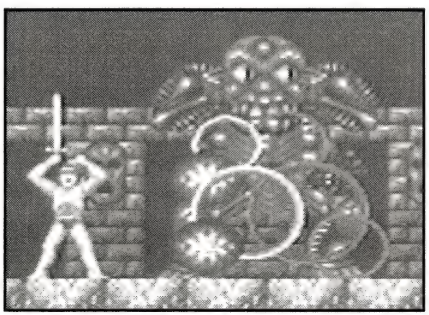




He'll shuffle onto the screen from the right. Hit him in the legs and he'll leap over you! Run under him,

and then turn around to hit him again. Get ready to run under him as he jumps again! Eventually, the Boss will get tired of

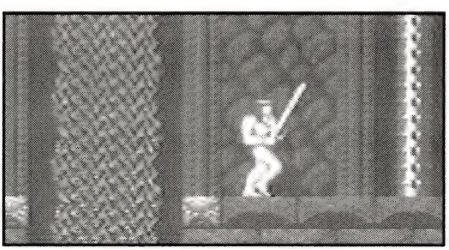


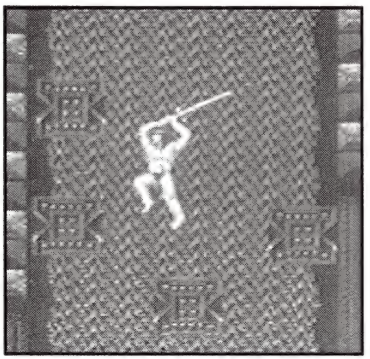


jumping and just keep coming straight at you. Keep slashing and he'll succumb quickly.

Level Two

Jump up and down as you walk to the right. Search every ledge for Zombies. Before you reach the waterfall, you should have increased

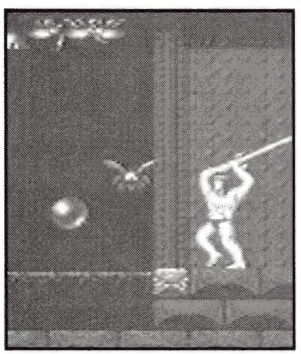




the Power Level and collected another Magic Bomb. If you haven't, go back and look around.

Instead of jumping across the falls, drop down. You'll land in some water at the bottom. Walk to the right and through the lake. Watch out for that cockroach on the ceiling—he'll attack without warning! Keep moving to the right until you reach a broad waterfall. Wait next to it for a moment and bricks will start cascading down its waters!

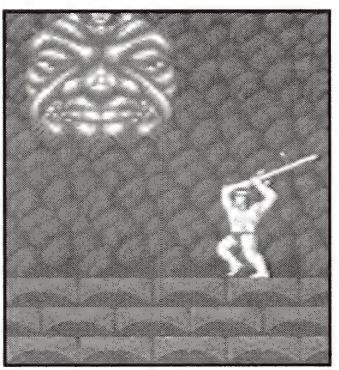
Jump up the falls, leaping from brick to brick. The bricks move at different speeds—watch them to find out which one you should be jumping to. Along the falls, there are many tunnels to explore. Some of them don't contain anything, but some contain Zombies and Power-Ups for the taking! Take a peek into some of them, but don't waste too much time—maybe two minutes maximum.

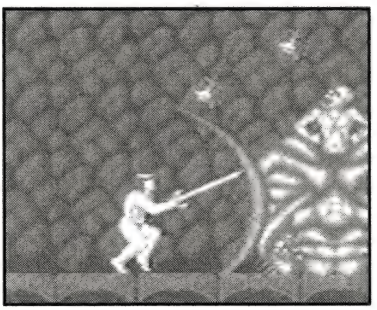


When you reach the top of the waterfall, leap to the left. Cross this big lake and over to the smaller waterfall. Jump over and continue to the left. The cockroaches are swarming now—a little more work for you. Keep going until you pass all the lakes and reach some more ledges.

There are a few Zombies to waste on these ledges. You should get a Star from one of them. Then walk to the left until the screen flashes. Calling one Boss!

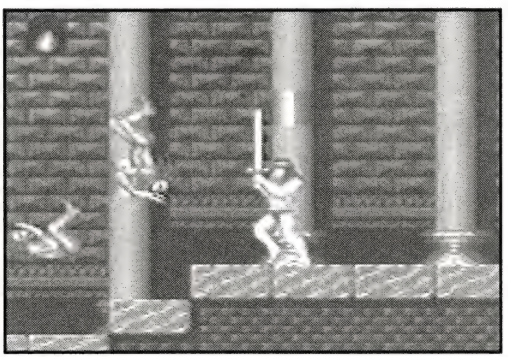
This head bounces onto the screen from the left. Slash away at it as it comes toward you. You'll need to run under it just as it bounces into the air. You may get hit, but don't panic. Just keep slashing away.





The Boss will reach the right side of the screen and a body will emerge from the top of the head, shooting a rainbow of fireballs! Get close to the head and slash away while it tries to toast you. With a fully Powered Sword, he'll be quick work; otherwise, it'll be slow work. But you'll prevail.

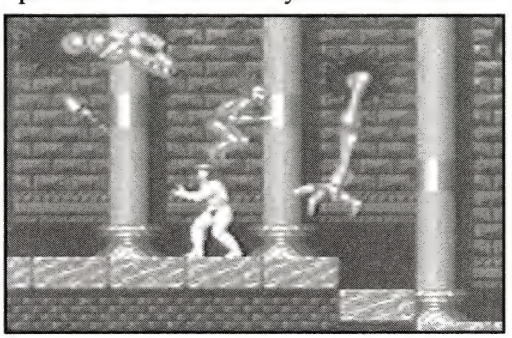
Level Three



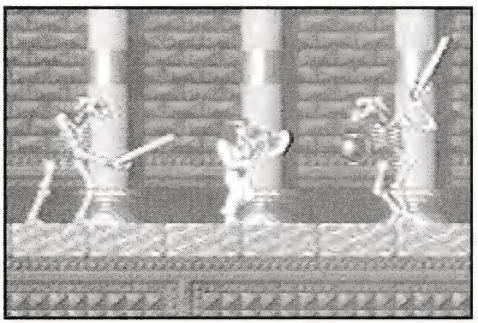
As you walk to the left, you'll notice that the attacks of the Zombies are a lot faster! The only real adjustment you have to make is to be faster on the button! Be especially watchful for the ones that flip backwards. After one flip, they'll land and then charge at you.

Later on, the walls will start to sprout legs and arms! Use the sword to destroy these skeletal limbs. After the first few limbs, an attacking Zombie will leave you a Sickle and Chain. You can take it, but a Sword will appear soon after this weapon, so you don't really need it.

Soon, the limbs will be joined by dragon heads! These heads spew brown bullets at you. Use the Sword and jump up to get rid of them first. Don't hang around too long trying to destroy them; not only because of the timer but because they'll start to appear in ever-increasing numbers! Keep going until you reach the wall.

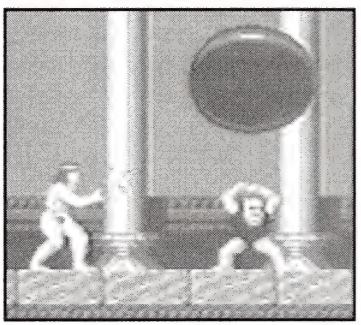


Leap up the ledges until you reach the next level to the right. The Zombies on this level throw boomerang-like axes to get you. You can hit the axes with your weapon, but it's easier to jump them as they fly towards you and then duck on their return trip. There will also be some very ugly Mannies flying above you.

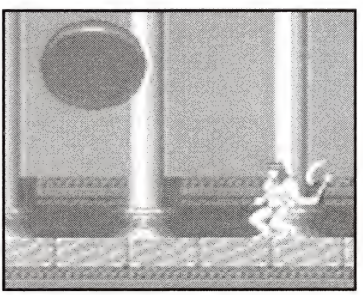


After a few Blobs, the Noma-Locks will attack! They're big, but not too bad. A few slashes will have them on their way. One of them will hold the Axe. You'll want to take this weapon!

Keep walking to the right, fighting the Noma-Locks, until you reach blue sky. Don't pause to breathe some fresh air; get ready for another Boss!



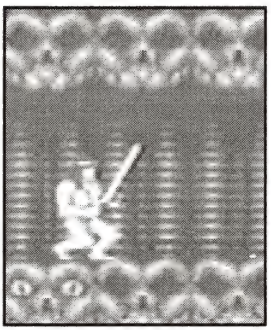
This goblin wields an incredibly large ball and chain! When he just comes onto the screen, throw a Magic Bomb at him. He'll stagger back off the screen, but he'll be back! You'll need to hit him with three Bombs before you destroy him. You haven't beaten him yet, though! Now the Ball comes to life!

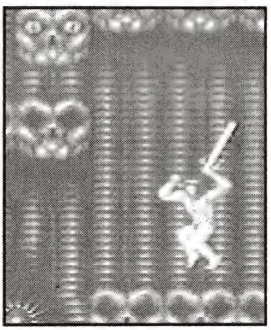


You'll need to hit it several times with your weapon (hopefully the Axe). Its bounces are predictable, but don't spend as much time dodging it as hitting it. Destroy it and THEN take a breath of fresh air.

Level Four

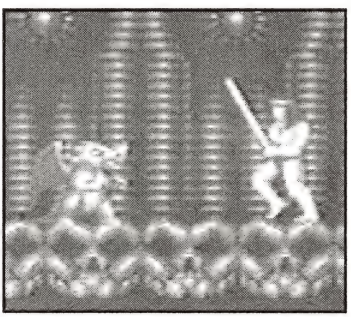
Walk to the right, slashing the occasional Zombie, until you reach the Skull Ledges. You get to jump up these! Isn't that nice?



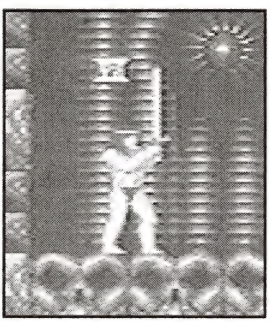


But they won't make it too easy. Some of the Skulls are still alive, and will separate from the others when you walk onto them. If a pair of eyes appears on the Skull you're on, get ready to leap off before it falls!

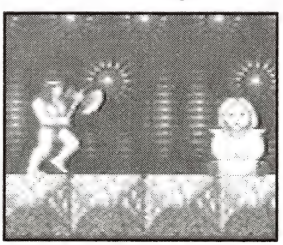
One of the first Zombies on these Ledges will drop a Sword Power-Up. Take it, because the Sword's larger range will be needed here. A little higher up, the Kiggs will appear. They're cute, but their breath is horrible! Give them an impromptu mouthwash with your Sword.



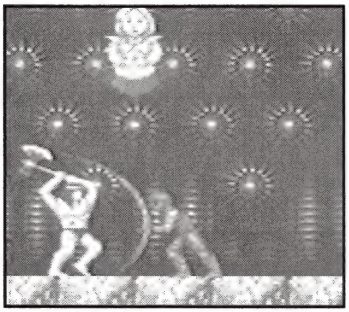
On one of the Ledges, a Kigg will leave behind a Power-Up with a Roman numeral. This is an extra life Power-Up. Don't grab it just yet; wait for a moment and it will stop flashing. Then take it and you'll get seven extra men! The Kigg will be on a Ledge next to the West wall.



These Ledges are tall and tedious. You'll be attacked by Mannies and Zombies along with the Kiggs. Just keep climbing. You'll also get several Power-Up opportunities; you should try to keep the Sword or Axe. Soon, you'll reach a solid ledge. Leap onto it and walk to the right until you see a harmless-looking person. When the screen flashes, though, you know it's an evil Boss!



This woman will spin into the air and start splitting off clones of herself! Stay at the far left of the screen and let her spin around. When she or her clones come at you, jump

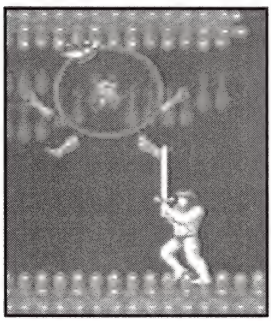


up and slash away. The real woman will be knocked away from you; the clones will turn into monsters! Kill the monsters as you have before.

You'll also want to use Magic Bombs; these will hit both the real Boss and her clones. When she starts to throb a red color, you've almost beaten her.

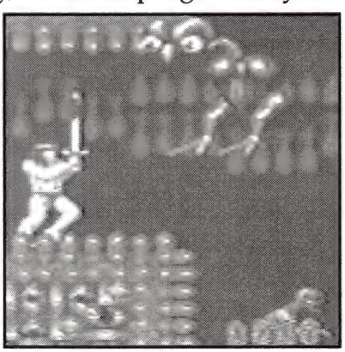
Level Five

This pulsating tunnel seems to be alive—but it's not. The enemies in here, on the other hand, are very much alive—and they want you dead!

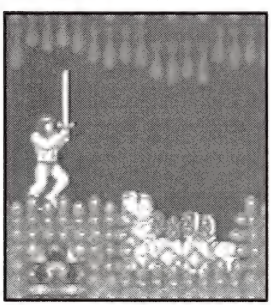


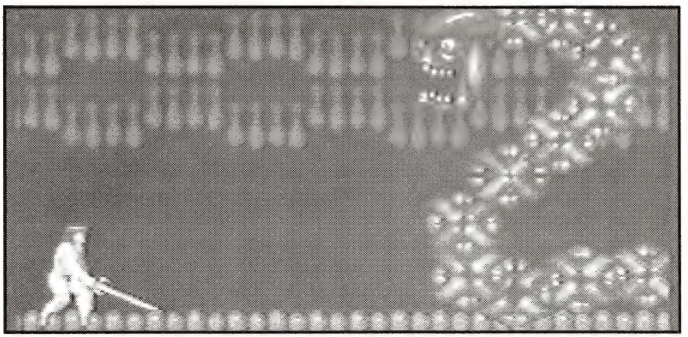
Follow the tunnel slowly, because Zombies will leap from the tunnel floor to attack you. One of them will leave behind a Sword Power-Up; you should take it. When you plunge down to the next tunnel, you'll notice the return of the cockroaches. A new enemy will be the leaping Zombie that explodes when you hit him!

On the third level, a chicken-like creature will attack. This beast spits fireballs and leaps to attack! Luckily, it will leap right into your Sword! Avoid the pits with red spheres in them—these antibodies will hurt you.

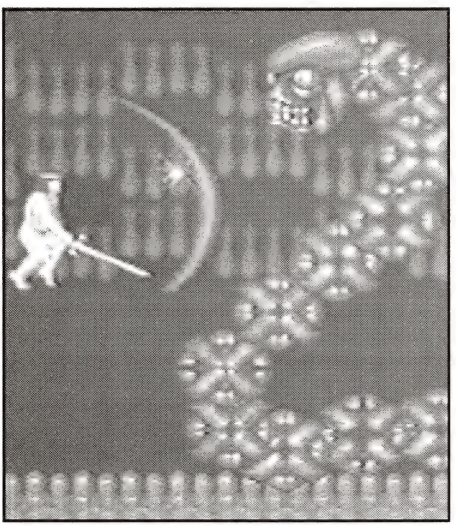


The fourth level introduces a parasitic crawler that worms along the top of the tunnel. Leap up and slash to kill these creeps. Pause as you leap over the pits, giving any attacking worm a moment to appear on the screen. This way, you won't be surprised by any sudden attacks.





The next few levels will only repeat the attackers that came before. When you drop into a pit that flashes the screen, it's time to face a new attacker—the Boss!

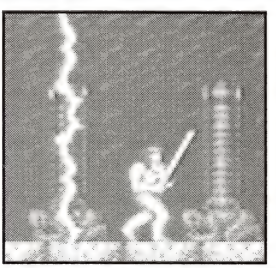


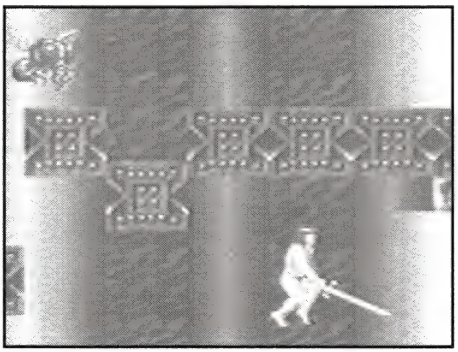
The Snake will fly above you, and then come onto the screen from the right. The only vulnerable part of the Snake is its head, so walk up to it and jump up to slash away at the head. The Snake will attack in several ways. One will be to thrust at you, biting away your Life. Another will be to shoot venomous globules at you. If you have enough Segments on the Life Gauge, these attacks shouldn't be too harmful.

Keep slashing, because the Snake is very strong! Defeat him and you'll get a step closer to Zach.

Level Six

The elements are now helping Zach! As you walk to the right, fighting the Zombies and Noma-Locks, the stormy sky will erupt with lightning bolts that streak down at you! They seem to strike at the positions of the glowing pillars in

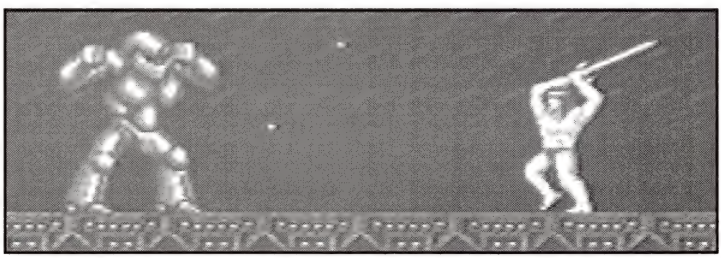




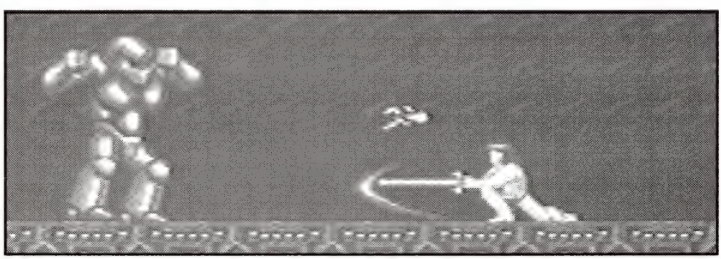
the background, so stand between two pillars when the lightning is about to strike.

When you get back indoors, start leaping up the ledges. These ledges will break apart at points, like the Skulls did before, but you won't be able to tell which bricks will fall and break. Hurry to the top so that you don't need to find out!

Move to the left and start traversing this ledge. All your favorite flying enemies will be back. Don't try to leap across a chasm until you know the jump is safe! Get knocked down a hole and you'll have a long return trip. Keep going until you get the familiar flash that signals the Boss!

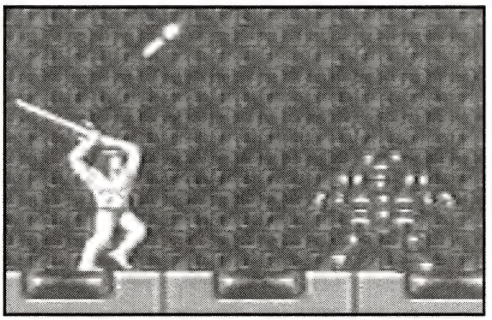


This Robot has two patterns of attack. When he raises his arms up, he'll launch a group of bombs. Stand up and slash them all before they reach you. When his arms spread out to the sides, he'll launch a missile; duck down and slash to avoid the missile and get the robot.



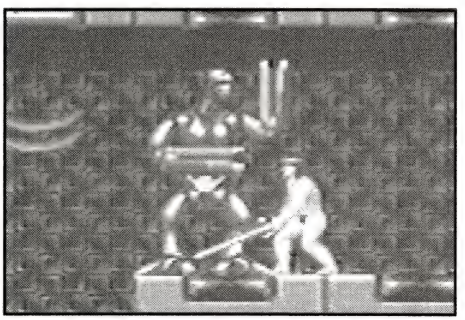
When the Robot begins to flash red, he's nearing shutdown. A few more hits and he's scrap metal!

Level Seven

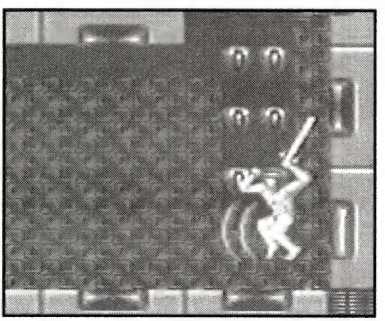


The metallic walls are a clue to the identity of your latest attacker—the Tobo! The homing missiles can be destroyed with your Sword. Walk to the left until you reach a pit going down; jump into it.

Start walking to the left again. Now the Patanay makes an appearance! He'll take a lot of hits, and to hit him you have to let him get extremely close. Keep slashing and when he tries to attack, your Sword will knock him back. Leap past the first pit and keep walking left until you reach the next pit. Now jump down.

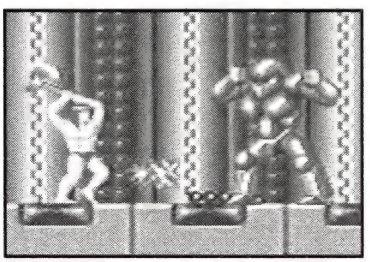


At the bottom, you might be snagged by a Rainbow Beam. These beams are like tractor beams, pulling you to them. If you get trapped in one, you've just got to wait until it decides to let you go. Walk to the left and kill the Noma-Lock, but don't take the Sickle and Chain.



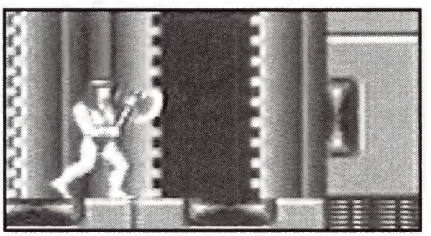
Keep walking to the left. One of the Tobos will drop an Axe. Pick it up and keep walking left until you reach a pit going down. Drop down and head to the right. Destroy a Patanay and he'll drop a Star. Collect it, walk back to the left and jump up.

Walk right and start jumping up the ledges (again!). Stay to the left and search each ledge until you find one that leads upwards. Jump up and start walking to the right. The Patanays and Tobos will drop Sword Power-Ups, but don't take them. Instead, walk to the left until they scroll off the screen, and then walk back to the right. They should be gone.

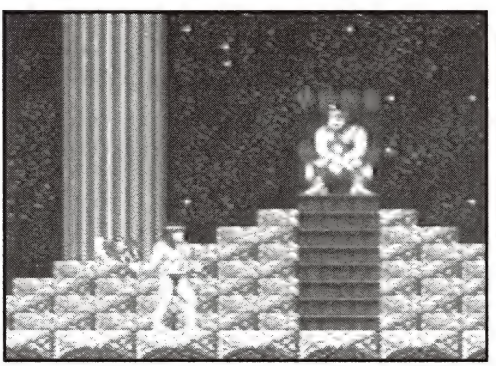


When you reach a group of pillars, a former Boss will attack! Use the same strategies on the Bombing Robot as you did before. If you die at this point, you should return down to the Patanay that drops the Star, collect it, and then return here. You'll need a full Life Gauge if you want any chance of winning. You also want to be sure you have the Axe at the end.

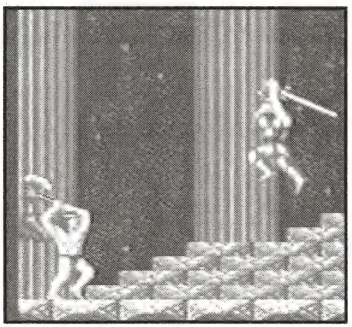
Beat the Bombing Robot and walk past him into the crevice. You're in the Throne Room of Prince Zach! You'll need every bit of experience you've got to win. See The Secrets if you can't defeat him. Good luck!



SHH... THE SECRETS

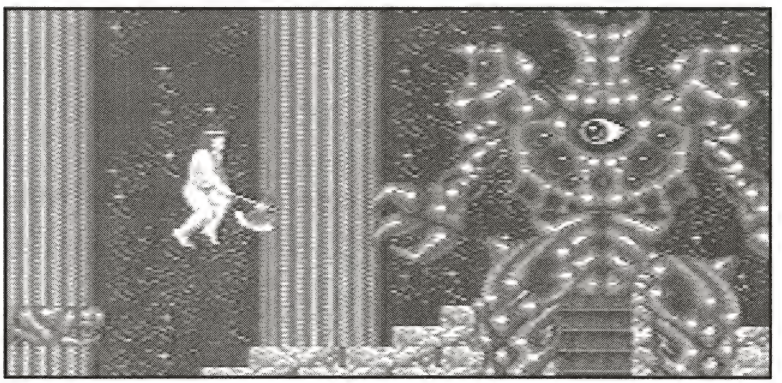


How do I defeat Prince Zach? When you first appear in the Throne Room, move all the way to the left. Zach will get up and leap at you. Keep slashing and he'll leap right into your Axe! If he hits you, he'll leap past you and off the side of the screen.



Turn to the left and keep attacking. Defeat Prince Zach and Drodan appears!

To attack Drodan, leap up and hit him on the arm. Stay far away in between hits, because Drodan fires bullets diagonally to get you. When you reach the right side of the Room, leap onto the ledge and Axe him again,



then jump over him. Now he'll start moving to the left; repeat your attack pattern and leap onto the ledge at the left! Use every Magic Bomb you have; Drodan is very strong!

CHAPTER 12

Monster Lair

Distributor: NEC
Game Type: Arcade Action

WHAT'S GOING ON?

A long time ago, a young man, armed with a magical sword and a magical shield, rid the land of evil monsters. Or so goes the legend. Adam believed the legend—so much that he searched for the magic relics. Finally, he found the secret shrine where he knew they were. With his love Laura, he opened the shrine. At that moment, he heard voices—voices that told him of the return of the monsters! Now it's Adam's turn to defeat them—with your help!

WHO ARE YOU?

You're Adam. You've read about the old legend—now it's time to write a new one!

PLAYERS

Monster Lair can be played by one or two players. The one and two-player modes are different; enemy strength and attack patterns vary, along with the location of food deposits.

SCORING

In the old legend, glory was won by defeating the monsters. In the new legend, points are won by defeating them! The enemies vary in value, but the general rule is the bigger the creature, the bigger the reward.

LIVES AND HOW TO LOSE THEM

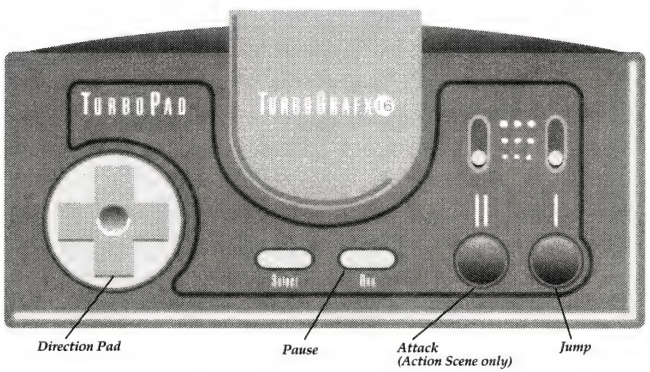
You start out with three lives. Each life has a Life Force Meter. The Meter is decreased in many ways; being hit by an enemy (you lose one Meter Bar), being hit by an enemy missile (two Meter Bars), or by letting time fly (-1 Meter Bar every five seconds). You'll lose all the Bars (and your life) by falling into the ocean or into a hole.

Luckily, you can recharge the Meter by finding the food deposits scattered around the screen. There are also certain items that boost the Meter as well.

CONTINUES

You're allowed to continue three times. To continue, press Button II and Button I at the same time before the Life Force Meter counts down to zero. There are fourteen levels in all, each level divided into an Action Scene and a Shooting Scene.

CONTROLS



WEAPONS

Adam is normally armed with the magic sword; as he fights, he can get any of six Power Boost Weapons. Each Power Boost has

a different Attack Strength from one to four Points, four being the highest. These Weapons last for only ten seconds the first time you collect them; they will last longer if you get them again.

The Beam fires continuously and cuts a path through the enemy. Attack Strength 2.
Big Fire shoots in a huge spiral that will keep going even after it hits enemies. Attack Strength 2.
The Fire Ball shoots in two directions at once. Attack Strength 2.
The Missile will fly as you hold down Button II, and will explode when you release it. Attack Strength 1.
The Spirals are large shuriken that rotate around you, providing a weapon shield! Attack Strength 4.
Wide Rings fly in many directions when fired. Attack Strength 2.

SPECIAL ITEMS

The only Special Item is the food you'll come across; there are different types of food, and each one has different restoration powers. Some food items explode to provide a brief feast.

FRIENDS

Laura is your friend, but that's it! They don't call it the Monster Lair for nothing!

ENEMIES

Being a CD game, Monster Lair is jam-packed with enemies. There are over fifty of them to deal with. We'll describe the fourteen Bosses for you, since they are the toughest opponents.

Uroconda is a fish that throws its own scales at you!
Garamanda is a huge metallic snake.
Gomorin's a huge bat that throws his smaller brethren in your direction.
Royal Mama hides inside her hive, firing Bees at you. If she has to come out, she'll be upset!
Gairaru is a skull protected by ghosts!
Sunglar is a cool dude who blocks your bullets with his arms.
Icerego tries to cool you off with huge ice cubes!
Saboteria is a cactus-like creature with a fat face.
Dranken may be related to Dracula! He'll attack when his cape opens.

Mashalot has some very unusual eyes.
Taramba shoots Crabs at you and tries to smash you!
Demondran protects himself with fire.
The Armor King shoots his own fists at you!
High Baroom is the ruler of the Monster Lair. Watch out for his fire breath!

STRATEGY SESSION

General Strategies

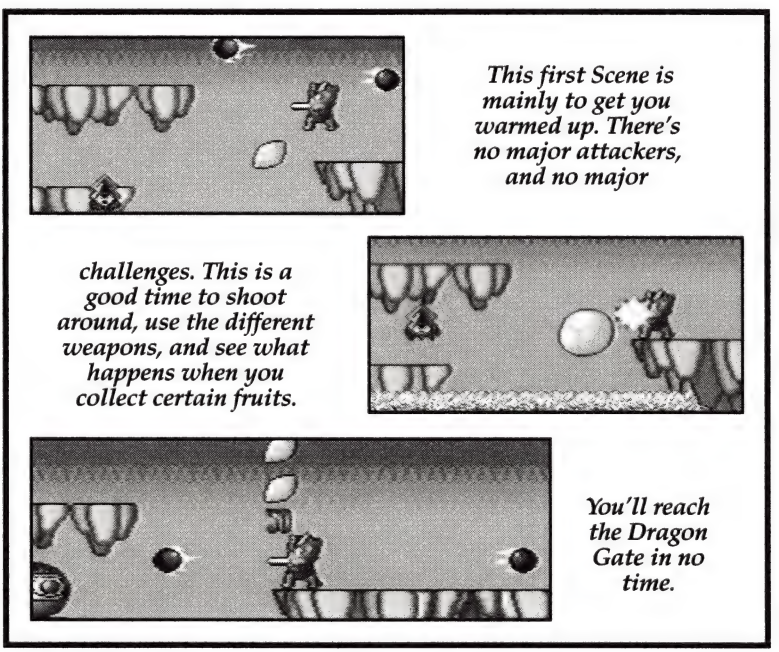
The most obvious tip; keep moving! With time itself eating away your strength, stopping to chat with your attackers is not recommended.

The food deposits will be in the same locations for every game, so learn where they are. Some food multiplies when you shoot it!

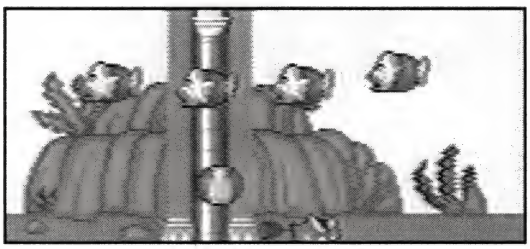
The guide below is for the one-player game, but most of the strategies will apply to the two-player mode as well, especially the Bosses.

Level One

Action Scene



Shooting Scene

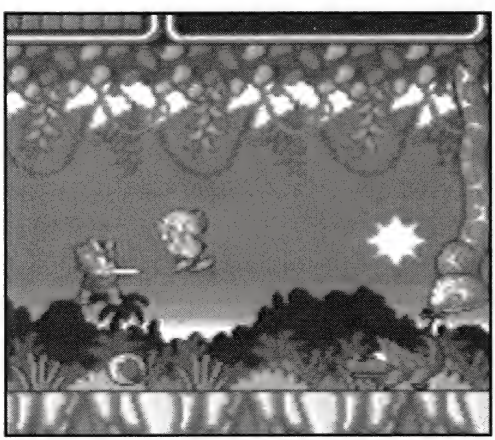


Your attackers are waves of fish! The Wide Rings are very effective against them. After several waves,

Uroconda appears. Stay horizontally aligned with him, and fire at his head as he sheds his scales. The scales turn into fish that fly at you, but you can

shoot the fish. Keep firing and Uroconda will fall to the bottom of the screen and blow up!

Level Two



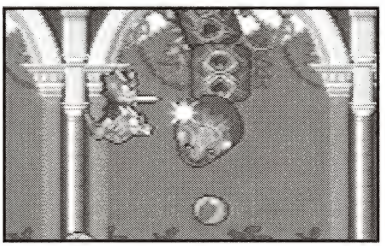
Action Scene: Your first attackers are Snakes; they don't move, so fire at will! The Monkeys are more of a problem; they'll fall from the trees, and then jump at you. The Spirals help against them. Jump up to shoot the Giant Snakes in the mouth.

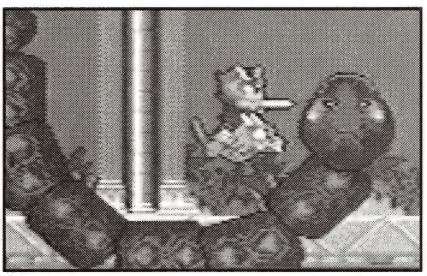
The Alligators shuffle along the ground, so they're easy to kill. Let the flocks of Birds fly down to you, and then shoot. No use trying to jump into the air—that's their domain! When the foliage disappears, it means the Dragon Gate is near.

Shooting Scene

There will only be a few flocks of attacking Birds before the second Boss, Garamanda.

He'll twist and twirl around the screen. When he's on the screen, hide in between his curling body and fire away at his body parts, turning them red. When he goes off the screen to the left, stay at

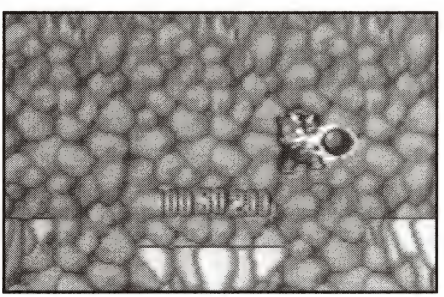




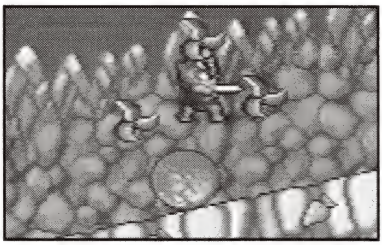
the right and get ready to dodge his fire as he comes back onto the screen. Once you've turned his entire body red, shoot for his head and you'll defeat him!

Level Three

Action Scene

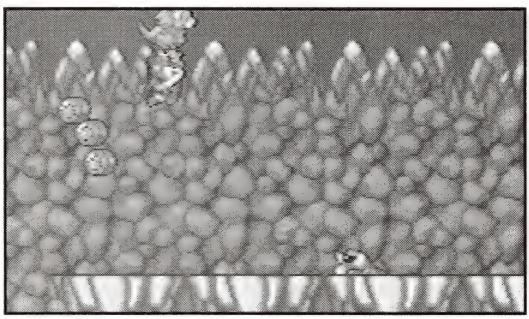


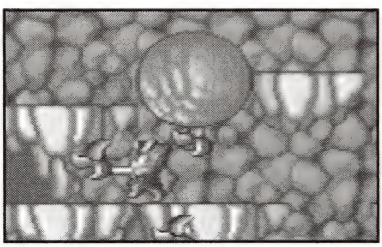
This Scene takes you over hills and into dips. When you're going up, jump slightly to hit the Monsters as they slide towards you; when you're going down, you'll need to get close to them before your shots will hit.



When you reach two ledges, jump onto the higher one. You can shoot the boulders, but jumping them is safer. Stay on the higher ledge

even as you level out. When you start going downhill, being on the bottom will be very dangerous. To beat the

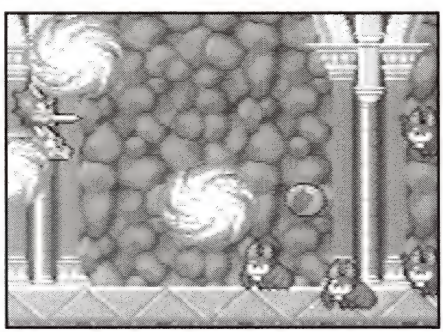


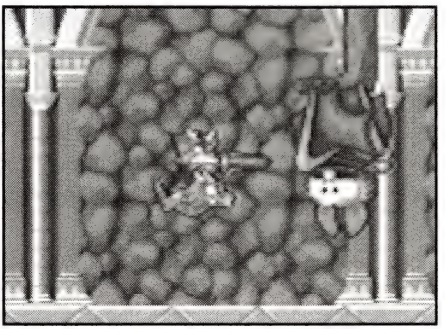


circling bats, you'll need to jump up and shoot constantly. After a few waves of these, you'll reach the Dragon Gate.

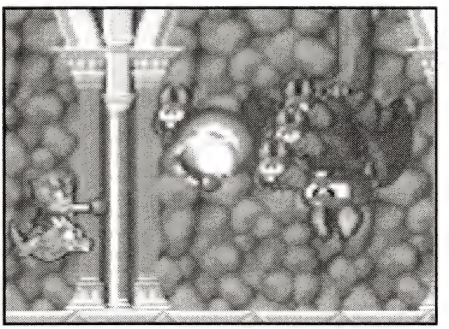
Shooting Scene

Your pre-Boss bullies will be the Bats; they'll attack in several waves. If you shoot the first Bat in a wave, stay still and you'll shoot the others. The Boss this time is Gomorin.





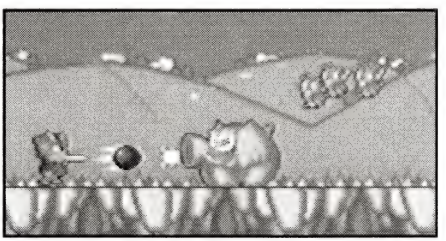
Shoot Gomorin in the head. When a flock of Bats attacks, dodge below them. Then come back up and



shoot him in the head again. Gomorin won't last long before he blows.

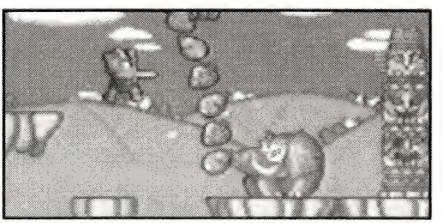
Level Four

Action Scene

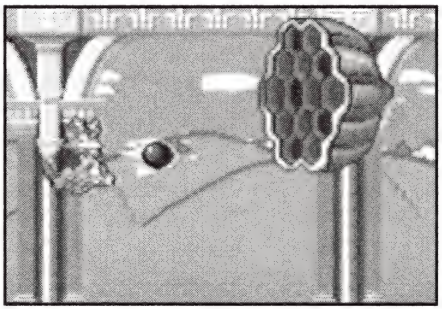


The Bees are a breeze, and the Snails are the sail. The Elephants, though—they're the toughies! They'll rush onto the screen and blow a rock right at you! Shoot them quick before they

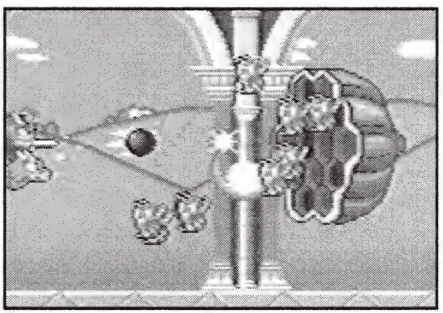
charge over you! Your jumping skills will have to improve at this point —the jumps between ledges are longer and more difficult. But you'll reach the Dragon Gate quickly.

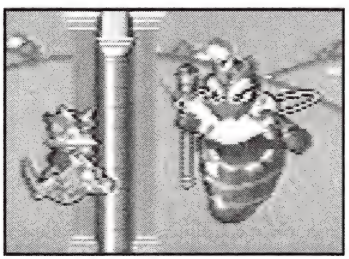


Shooting Scene



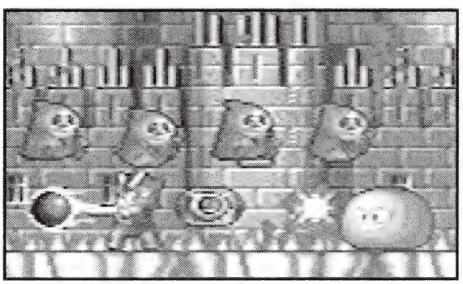
Before the Boss, you'll be set upon by Bees. They'll attack in waves similar to the Bats, from the upper-right and lower-right corners of the screen. The more spread-out the Weapons you can grab, the better. Royal Mama can't actually be seen at first; she's hiding inside this hive. Stay at the far left of the screen and shoot at the Bees that come out at you; you'll hit the hive indirectly. It will turn darker and darker until it finally explodes; the Mama is mad now! She'll zoom to a point,





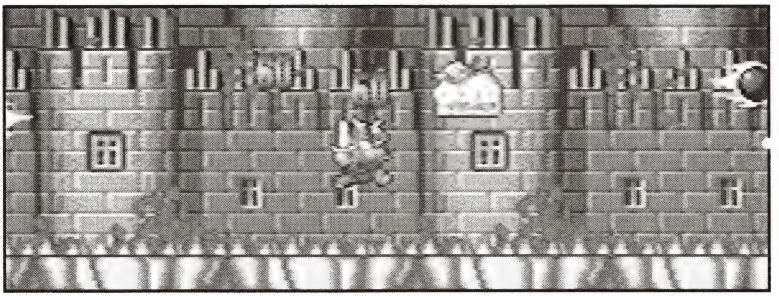
shoot four or five times at you, and then zoom to another point close to you. Fly away from her, shooting as she fires at you. When she zooms to another spot, fly away again. If you keep moving, the bullets won't hit you. Keep it up and Mama's a goner!

Level Five

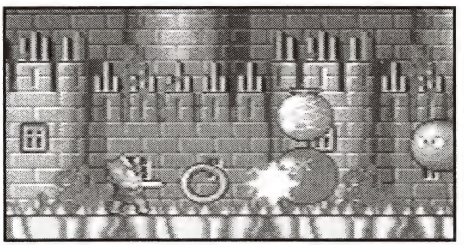


Action Scene: Your new enemy is the Blob. He'll "ploomp" onto the screen and will bowl you over if he gets you! Since he's so big, he's easy to take out.

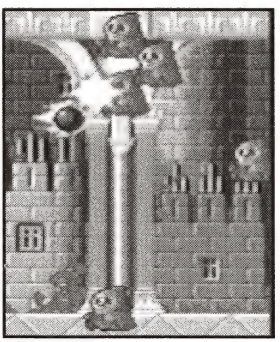
After you climb a hill, you'll be attacked

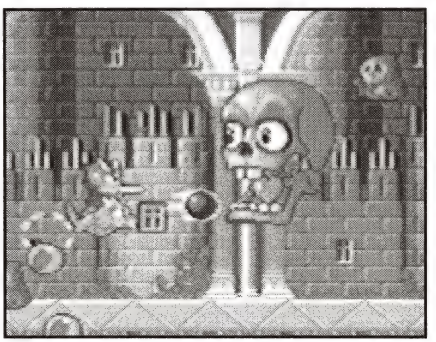


from the left by Ghouls! They're similar to the Birds, so let them fly to your level and shoot them. The castle will be mainly Ghouls and Blobs; pass them all to go through the Gate.



Shooting Scene



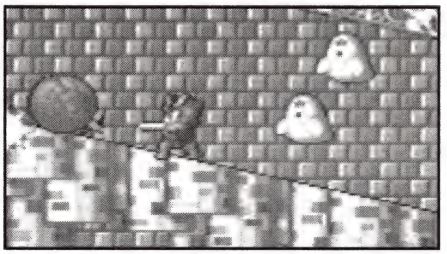


The Ghouls are here, and they've got a new trick. When you shoot one, he'll split up into three! You can shoot the three Ghouls; they won't split up any more. Stay still and your bullets will catch most of the Ghouls. The Missiles will destroy all three before they can form completely.

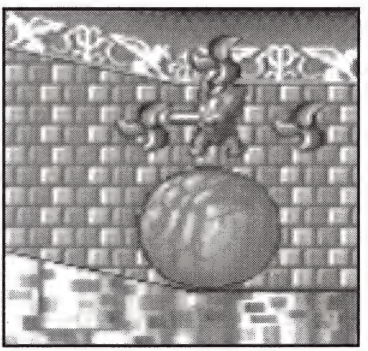
The Boss is Gairaru. The circle of Ghouls around him will shrink and expand; the Ghouls can be shot, but they'll be replaced by new ones. Get inside the circle when it starts to expand and shoot Gairaru. When his mouth opens, he's about to shoot four bullets in a downward spread; dodge between them and fire at his open mouth. This is the only time you can do damage. He'll turn colors as he's hurt; he'll blow up none too soon!

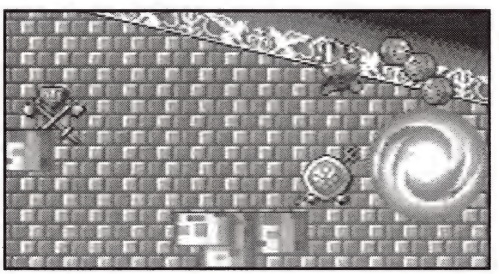
Level Six

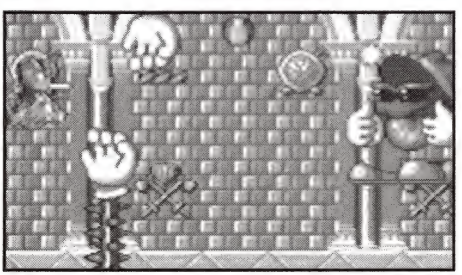
Action Scene



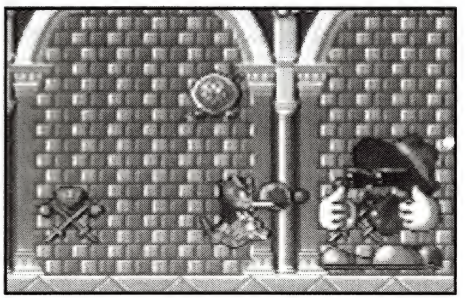
The White Puffies are more nuisance than threat, but get rid of them quickly; they'll get in the way of your jumps when you have to leap boulders rolling from behind you. Most of this Scene is boulders and Puffies, which isn't bad. There's one point where a large boulder will roll at you on a flat ledge; get right up to it and shoot, because you can't jump it. There's also a section with lots of jumps from ledge to ledge; let them come onto the screen before you leap. Getting too close to the right can be fatal. The Gate awaits!





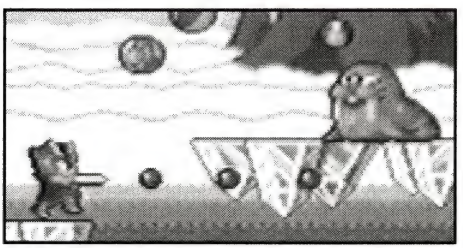


Shooting Scene: Your warm-up foes are the Puffies. There will be so many attacking at once that unless you have a good Weapon, you'll have to dodge them. Stay to the left and this will be easier.

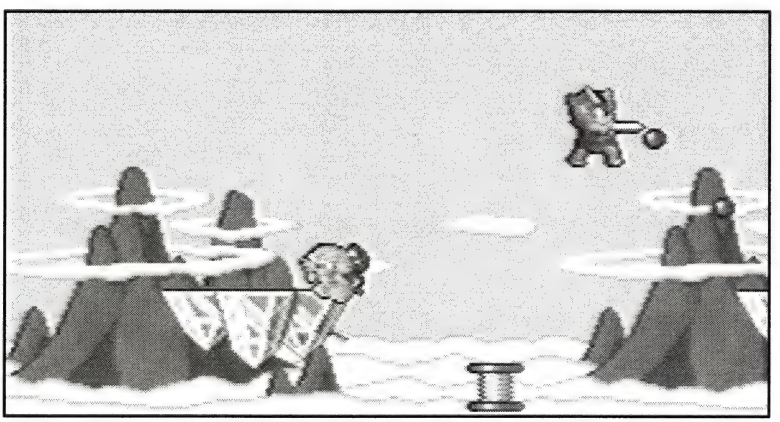


Sunglar is your Boss man. He'll hang out on the right side of the screen, shooting at you while two giant arms move back and forth at the edges of the screen. Stay at the extreme left of the screen and shoot at his clearly visible heart. When the arms move, don't panic; just dodge them and continue going after Sunglar. Don't fly up to him; you'll just die quickly!

Level Seven

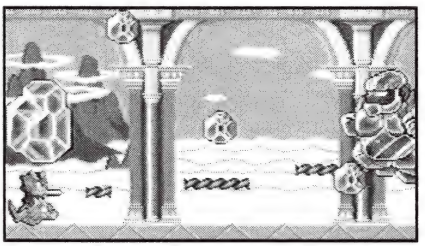


Action Scene: Be careful on the ice. It's slippery. Sometimes you'll have to backpedal to keep from plowing over a ledge or crashing into an oncoming Penguin. The Snowmen



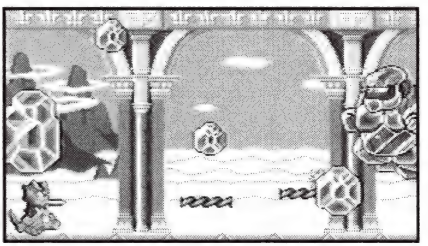
attack like the Puffies, and the Penguins attack along the ground, so both of them are easy to beat. The Walruses are the tough guys here; they'll take lots of firepower to kill. Otherwise, the level is routine; there's one tricky jump where you'll have to bounce off a spring. The Gate will come quickly.

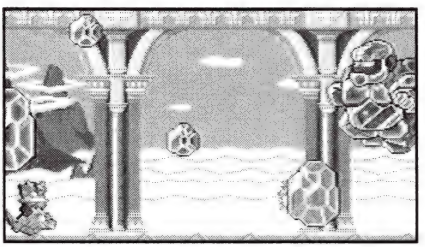
Shooting Scene



The Snowmen are coming; melt them with your weaponry. They'll shoot quickly and

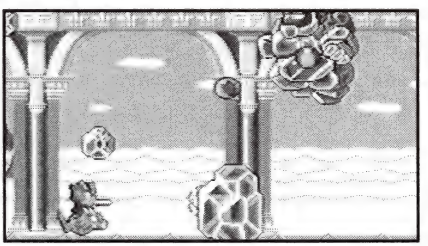
horizontally, so don't stay aligned with them for too long. Here comes the Boss!

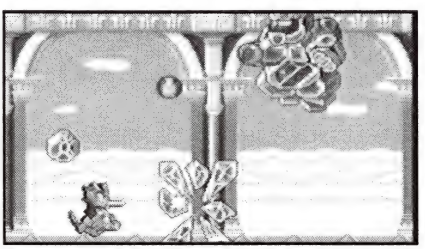




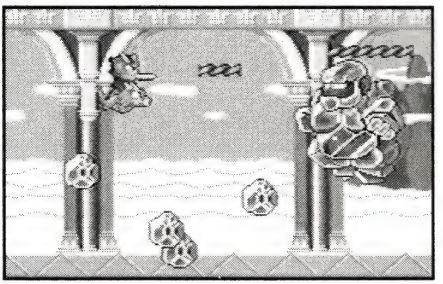
Icerego shoots ice cubes at you; they'll absorb your shots and grow

bigger and bigger until they finally explode! Avoid shooting them as





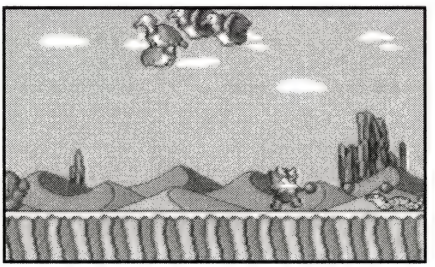
much as possible, dodging between them instead. Shoot Icerego when you



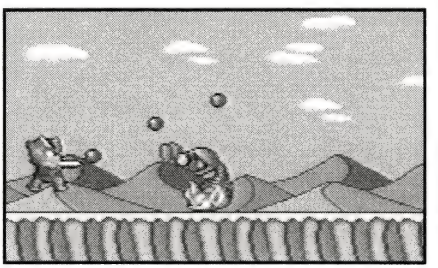
can; concentrate on dodging the cubes or you're guaranteed to be hit. Like the other Bosses, he'll take lots of shots.

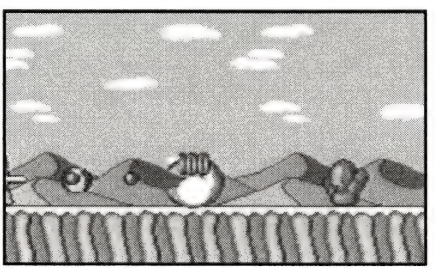
Level Eight

Action Scene

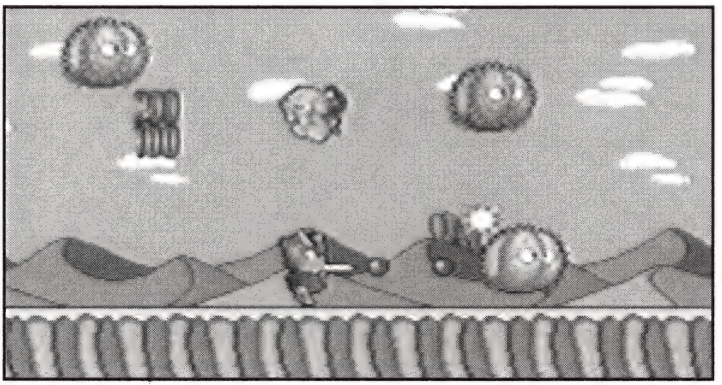


The Snakes that slither along the ground can't be shot unless you have a powered-up Weapon; otherwise, you'll need to take a running jump over them. The Vultures attack like the other flying creatures; they're easily beaten. The Scorpions will



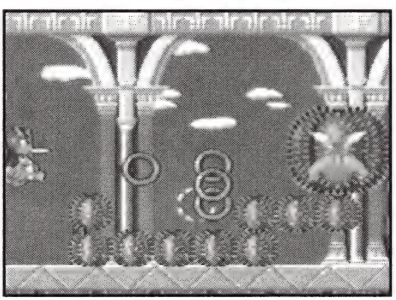


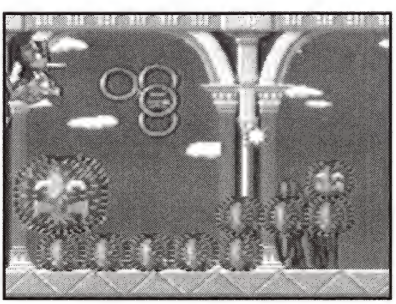
fire bullets and take lots of punishment; get ready to leap their bullets at any time.



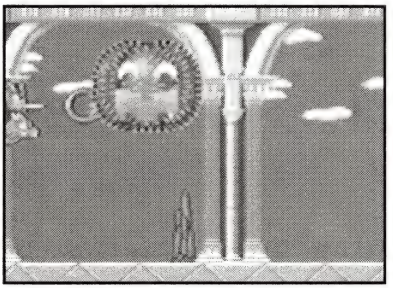
The Cactuses shoot bullets at you when they explode; you have to leap these. There will be springs in between them for you to use, but staying on the ground is usually a better idea. After them come the Poky Pods; they leap and bound like the Blobs (remember them?). When you come to a bunch of springs (which you shouldn't jump on to), the Gate is close at hand.

Shooting Scene





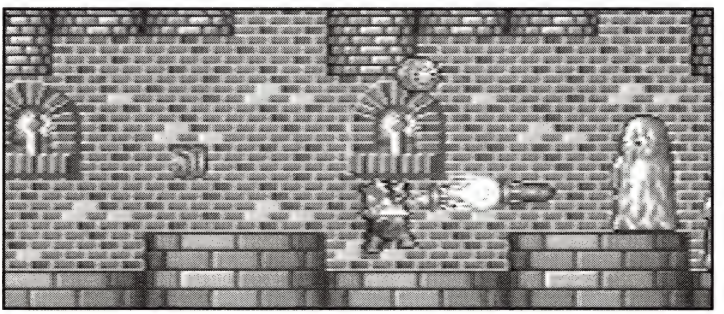
The Vultures attack somewhat like the Penguins, only they don't shoot horizontally. Get aligned with their attack waves and you'll take them all out quickly. Saboteria has a wild attack pattern; his head will fire at you three or four times, then his body will crawl quickly towards you. Then his tail turns into his head and the process starts again. You've got to be very quick in attacking; shoot the head once or twice and then fly as far away as you can; the body moves quickly. When the tail



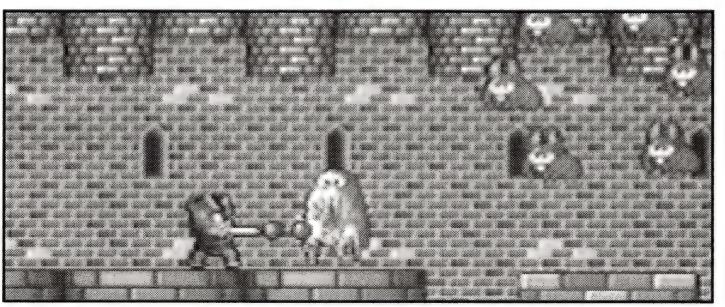
turns into the head, shoot a few times and run away again. Otherwise, the body will catch you over and over.

Level Nine

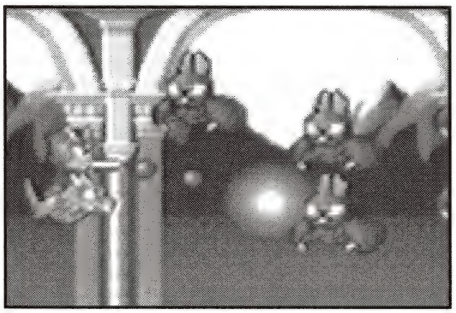
Action Scene



The Bats that attack are old friends (well, actually they're enemies), but the Lumps are new. These things pop up and down, looking gross but not actually shooting at you. In other words, they're pushovers.
Later on in the levels, Blobs and Snakes will attack; just keep on shooting and not much will be able to get near you, much less hurt you. When you walk outside, the Gate isn't much farther.

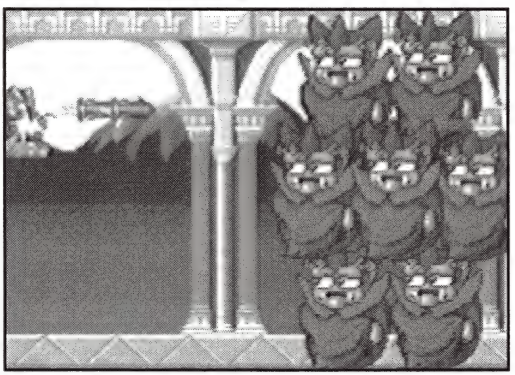


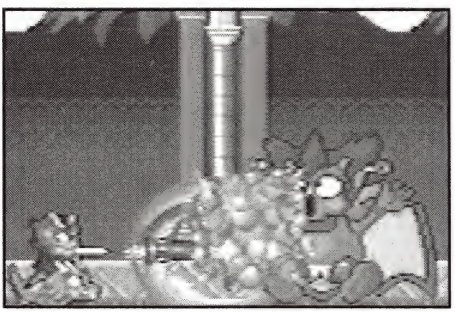
Shooting Scene



Bigger Bats! Just what we didn't need! Handle them like their smaller cousins and you'll be at the Boss before you know it. Dranken splits into

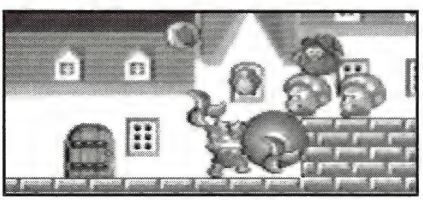
many images of himself, and then one of the images shoots Bats at you. Get right up to him and fire away, connecting with



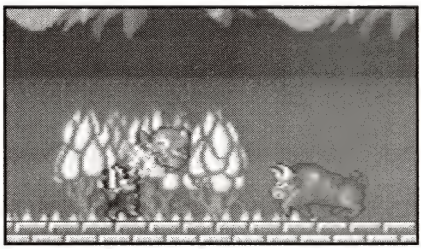


your shots. Then back off when he closes his cape and wait for him to split again. He's surprisingly weak if you've got a good Weapon.

Level Ten

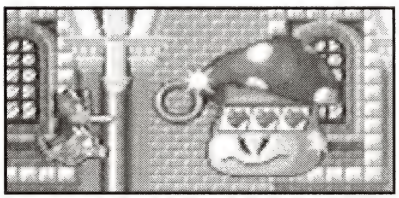


Action Scene: The Snakes will start jumping at you now; jump with them and shoot. The Mushrooms will explode into a bullet that arcs up and down. Charge



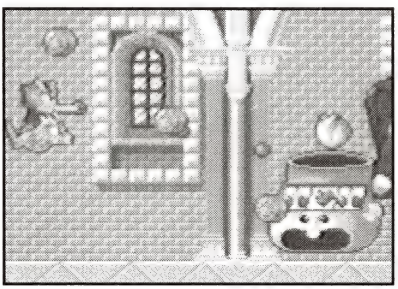
their formations, shooting and running under the bullets at the same time.

The Bull will charge you twice during this Scene; he runs along the ground, so fire away. The Gate is upon you!



Shooting Scene: The Mushrooms attack a little differently; sometimes they shoot at you when they're hit, sometimes they don't. Shoot and dodge is the best strategy here!

Mashalot does a lot of bouncing around! Stay low as you shoot him so that you can dodge his bounces. Every so often he'll fly to the lower-right of the screen and shoot something at you. It could be bullets or food—it seems to be random. His hat will also come off, and his heart will come out of his head! Shoot this heart to really do damage. Keep it up and Mashalot's mashed himself.

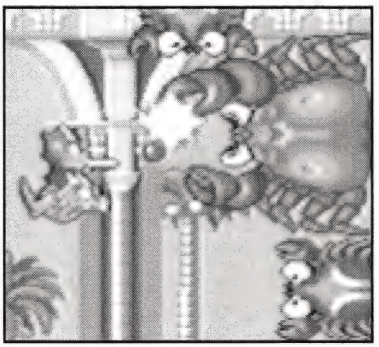


Level Eleven

Action Scene: The attacking sea life is back; a new creature is the Squid. Everything else has been seen and beaten before. There's one portion of the level with very tricky jumps on springs; this is one of the few times during the game where moving to the right side of the screen helps.

Stay on the higher ledges; they'll drop into the sea in the blink of an eye, so be ready to jump off quickly! The most challenging new enemy is the formation of Flying Fish; they zigzag along the water. If there's a ledge you can use to pass over them, use it; otherwise, shoot with one hand and cross the fingers of your other one.

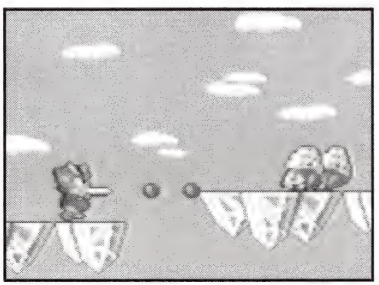
Shooting Scene: The Monsters that attack you will home in on your position, which is very lucky for you. Just stay on the left side of the screen and don't move; let them line up for you to shoot. The Boss is the first and last challenge of this Scene!



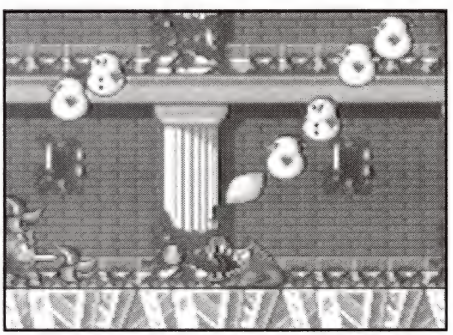
Taramba shoots baby Crabs at you while he dashes up and down. Get close to him and fire away. You'll have to dodge the bullets from the Crabs. When Taramba's claws stop moving (they'll only stop for a second), get ready to dodge him as he charges you! Keep shooting Taramba's face and keep dodging. You can do it!

Level Twelve

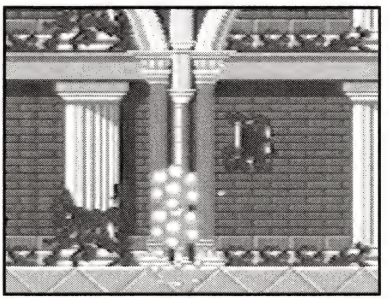
Action Scene



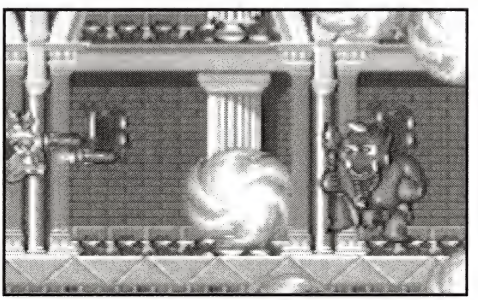
The new enemies on this level look very strange! Luckily, they're not hard to defeat. Get used to the icy ledges in this Scene; they'll cause you to slip around a bit. All the other attackers on this level are ones you've seen before; and since the level is fairly flat, they're easy to beat. Just be careful when the Snakes and Bulls charge you at the end of the action scene. Get past them, and it's Dragon Gate, here we come!



Shooting Scene

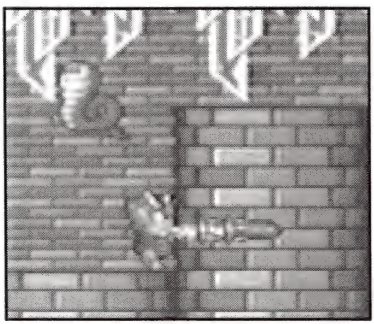


The clouds of smoke appear moments before flying Monsters appear. These Monsters attack in threes from the left and the right! If they appear to your right, shoot them; if they appear to your left, move to the right and dodge above them.



Demondran has huge fireballs that swirl around him. Shoot the fireballs as they expand outward; then fly into the space between them and Demondran, firing away at him. If he pushes you to the left, watch out for fireballs from behind you. If you can get through all the fire, he'll only take a few hits before he dies.

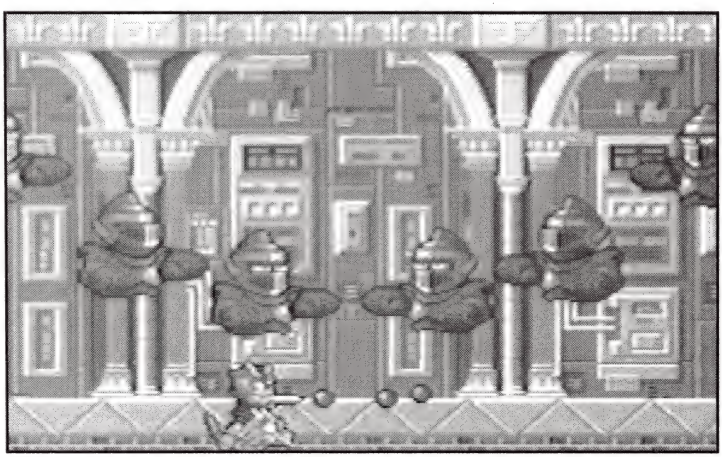
Level Thirteen



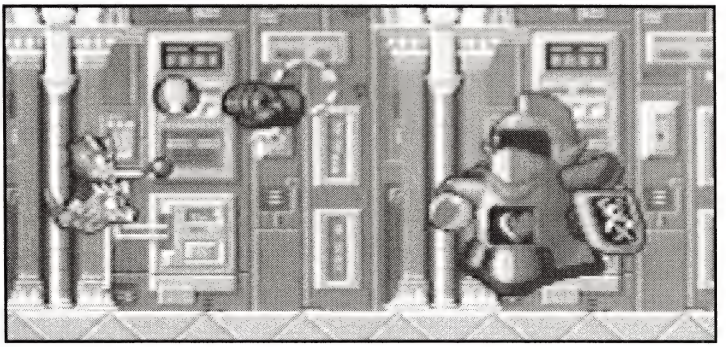
Action Scene: This is another enemy reunion; all of them you've seen. There's also a huge Blob who is really a Boss without powers—Saboteria! The Jumping Snakes are your biggest problem, though; you'll need to let some of them jump over you.

There aren't any tricky jumps on this level; it's almost a break after the tough ones you've fought through before. So relax as you enter the Dragon Gate.

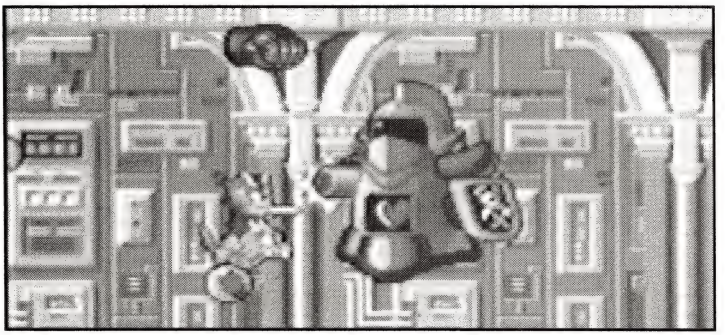
Shooting Scene



Huge flying Knights attack from both sides; you'll be doing far more dodging than shooting. Stay in the middle of the screen and dodge up or down as you need to. The Rockets will shoot once in a while, but not enough to be a threat.



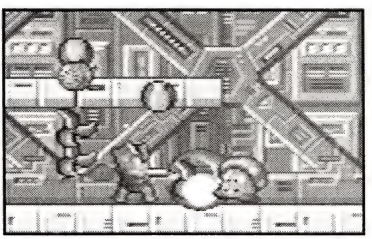
The armor King is the toughest Boss yet. He'll fire a stream of bullets at you, leaving his heart uncovered; then he shoots his fist, covering his heart with his shield when the fist is about to re-attach itself.



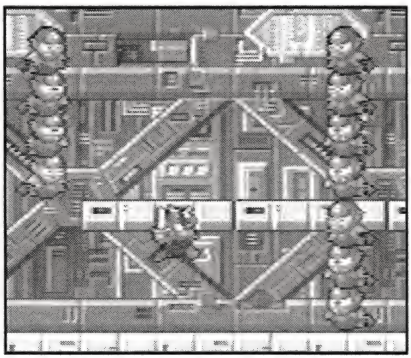
Stay at the extreme left, dodging between the bullets and firing. Don't concentrate on shooting his heart, or you'll just be hit by the multitude of bullets. Some of your bullets will connect, and that's all you need.

Level Fourteen

Action Scene

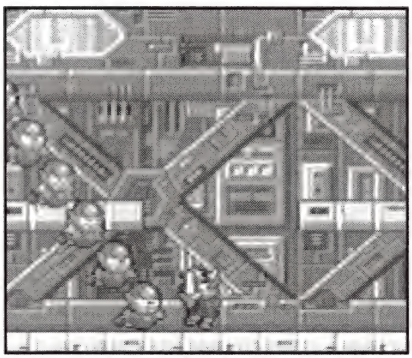


The appearing Monsters are back; so are the Mushrooms. Stay on the high ledges, so that you

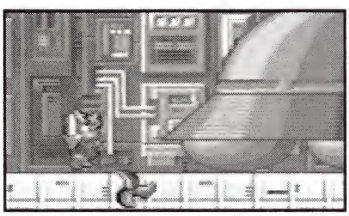


can shoot the appearing ones more quickly. There's not too much else to do except jump

when you attack the larger waves. There won't be a Dragon Gate to end the level; it will be a huge UFO!

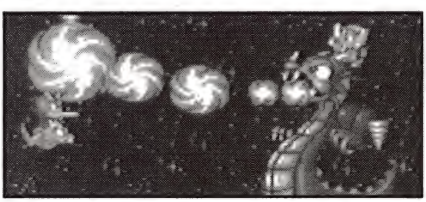


Shooting Scene

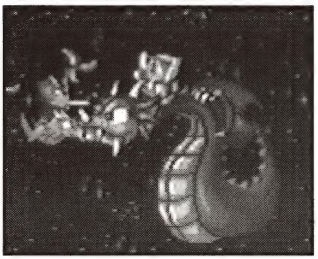


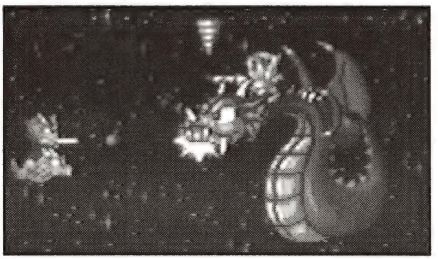
You're in outer space! Don't stop to enjoy the view; small UFOs are up here waiting to attack you! They're much like the other flying creatures in the Shooting Scenes; they're actually somewhat easier.

Here he is, the High Baroom! Beat the Baroom yourself, or use The Secrets for help. Whatever you do, win!

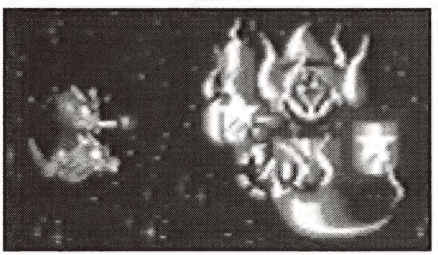


SHH... THE SECRETS





How do I defeat the High Baroom? Shoot the dragon in the face, dodging the triangular bullets on the screen. When the dragon's mouth opens, fly to the left and then fly up or down to dodge the stream of fireballs! Keep shooting the dragon's head and he'll explode! Now the High Baroom will mutate into a huge shielded creature!



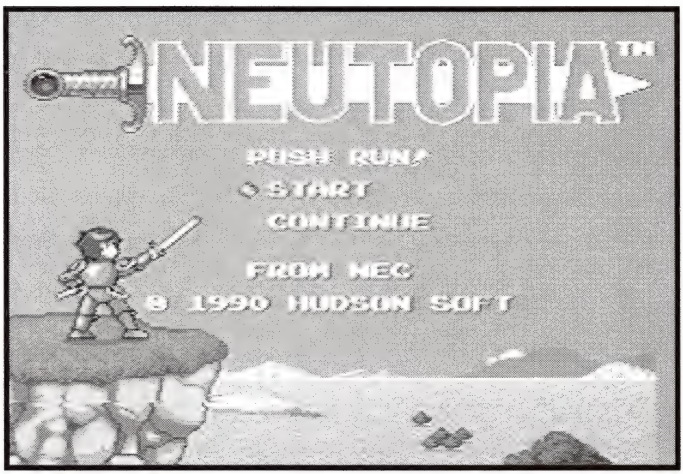
Shoot the Baroom in the chest just after he moves, and then fly low to avoid the lightning bolts. He'll take a lot of punishment, but he's the last Boss, so he should!

How can I continue the game? Try these two methods: At the title screen, press U D L R Select L for unlimited continues. Or, get on the scoreboard and enter (instead of initials) 68K. Use the Select button to get numbers.

CHAPTER 13

Neutopia

Distributor: NEC
Game Type: Role Playing Action



WHAT'S GOING ON?

Once upon a time there was a place called Neutopia. It was peaceful, beautiful, wonderful and delightful! Princess Aurora ruled the land with the help of eight magical Medallions that held the spirits of Neutopia's fathers. The people of Neutopia were very happy.

Leave it to an evil guy to ruin the day! The evil demon Dirth has kidnaped the Princess and stolen the Medallions. Neutopia is falling into chaos! Can't someone save the day?

WHO ARE YOU?

Into the picture walks Jazeta—a valiant hero, and maybe Neutopia's last hope! Being an adventurer, you've got mixed emotions about the kidnaping—sad that the Princess has been taken, happy that you get to go on a heroic quest!

PLAYERS

Neutopia is meant to be a one-player game. With the TurboGrafx-CD or TurboBooster Plus, you can save up to four games in progress. Even without it, you can get a password so you can quit and return to a game in progress. This way, lots of people can play and keep their own passwords.

SCORING

Like most adventure games, Neutopia does not use points to mark your progress or to reward you. As you go further into the game, Jazeta will become more powerful, both physically and magically. The main goal is to obtain all eight Medallions and rescue the Princess!

LIVES AND HOW TO LOSE THEM

Jazeta has only one life; if he loses it, he ceases. Luckily, this isn't too bad if you've saved your progress! The Book of Revival will allow Jazeta to save the game by getting a password or saving to the File Cabinet (with a CD or TurboBooster+).

Jazeta's strength is measured by the Vitality Gauge at the top of the screen. As Jazeta is hit by enemies or their fire, the Gauge decreases. At first, there are only five Bars on the Gauge. As you retrieve Medallions and meet with Monks, the Gauge will gain extra Bars. Having more Bars also means a more powerful Fire Wand (to be explained later).

Finally, the type of armor and shield that Jazeta has will determine how much damage he suffers when hit. There are four types of each; we'll detail them below.

CONTINUES

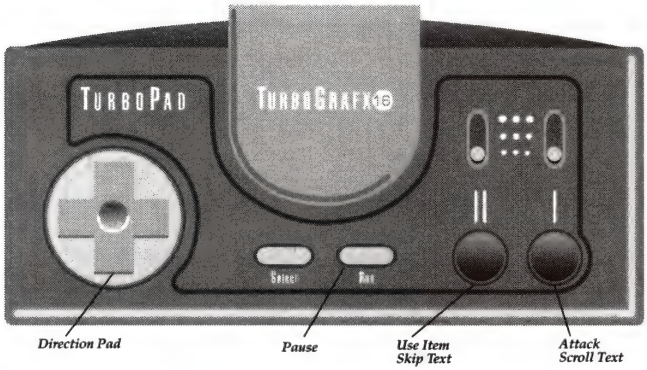
Continue by entering a password you obtained previously, or by loading a saved game from memory (CD and TB+). In a way, this means "unlimited" continues.

CONTROLS

See the next page.

WEAPONS

Jazeta uses two weapons on his adventures: the Sword and the Fire Wand.



There are four types of Swords. Jazeta starts out with a regular Sword. As he explores the levels, he will find the **Bronze Sword**, **Steel (or Silver) Sword**, and the **Strongest Sword**. Each one is, of course, stronger than the last and the Strongest Sword is (yes) the strongest. Makes sense.

Find the **Fire Wand** somewhere in the Land Sphere (one of the four elemental worlds). It's used not only to fight your enemies, but to burn certain trees and stones to reveal stairways beneath them. At first, the Fire Wand will only launch a fireball. As your Vitality Gauge grows, the Fire Wand will shoot a stream of fire that reaches halfway across the screen; at its most powerful, the Wand will shoot a stream that reaches all the way across the screen!

SPECIAL ITEMS

The game is full of items to find. Some of them are necessary for Jazeta to continue on his journey, while others are nice to have, but optional.

Armor comes in four types. You start out with the basic Armor. There are three others to find: *Bronze, Steel (Silver) and Strongest*.

The **Bell of Heaven** opens up a passage to get to the Strongest Sword. It is found in the Eighth Labyrinth.

Berries will restore one segment on the Vitality Gauge when you eat them (by picking them up).

The **Book of Revival** lets you save the game.

Boom Bombs have a variety of purposes: They can destroy enemies, blow open hidden doors, and blow

through walls in the Labyrinths. As you advance in the game, you'll need to hold more of these at once; learn how from the Monks.

The **Charmed Compass** will indicate the locations of Labyrinths (when exploring a Sphere) or Medallions (in a Labyrinth). You start out with this item.

Chests will contain Special Items. Push against a Chest to open it.

The **Coins** will increase your Gold, with which you purchase certain items. Silver Coins are worth 10 Gold pieces; Gold Coins are worth 50.

Falcon Shoes will cause Jazeta to move faster; he needs them to enter one of the Labyrinths.

Use **Magic Rings** to transmogrify (transform) powerful enemies into weaker creatures. They don't have any effect on Bosses.

The **Medicine of Vitality** will heal Jazeta and restore his Vitality Gauge. You can hold a maximum of two vials. When you're holding two vials, they appear as a single purple vial on the Status Screen.

Moonbeam Moss will light up dark locations in the later Labyrinths.

The **Rainbow Drop** is a bridge that will let you cross over small gaps. Jazeta needs it in the later Labyrinths.

The **Sandglass** will freeze all enemies on the screen; this gives you lots of time to get them all and pick up more dropped items.

Shields, like Armor, come in three types. The stronger the shield, the more the powerful missile it can deflect. There are *Bronze, Steel (Silver) and Strongest Shields.*

Use the **Wings of Return** to transport you to the last place you saved the game. Wings are often dropped by enemies, so you'll always have them.

FRIENDS

You will meet many people during your travels. Some of them offer advice, others tell you of the history of Neutopia, and still others won't do much of anything for you!

Here are the people you'll meet who will affect your quest.

The **Monks** do one of two things; increase your Vitality Gauge by one Bar, or increase the number of Bombs you can carry.

Wise Mothers allow you to save the game, or heal you, or both. The Mother in the Sacred Shrine does both.
Salesmen and **Saleswomen** will be peddling one of several items: Medicine, Magic Rings, or Boom Bombs. The prices vary from Sphere to Sphere, but become more expensive in the later Spheres.

There are a few other miscellaneous people you'll become involved with during your travels; we'll detail them in the walkthrough.

ENEMIES

Dirth has brought a huge number of different creatures with him! There are so many different foes in Neutopia that you'll always seem to be fighting someone new! We'll mention the lesser enemies as you encounter them in the guide, but here's a list of Bosses.

The **Dragon** breathes four fireballs at you, then moves around a bit before his next exhalation.
The **Golem** explodes into pieces, revealing his weak point—his red heart!
The **Gargoyles** fly around and throw daggers in eight directions at once!
The **Centipede** crawls slowly at you, seemingly absorbing all the punishment you give it.
The **Crab** shuffles around the screen, stopping only to exhale deadly bubbles.
The **Turtle** crawls around, shooting its three heads at you.
The **Crystal Robot** has a spinning shield around him; he'll change from a Crystal to a Robot and back again.
The **Dirth Image** is a pretty good imitation of Dirth. It hides behind a huge shield and only comes out when it's ready to shoot at you.
Dirth is the personification of evil!

STRATEGY SESSION

General Strategies

Talk to the characters you meet. They'll give you clues and suggestions. With a guide, you don't need to talk to these people—but you also miss a lot of the fun of the game, which is making your own discoveries. So while we have a complete guide for the game, we've also put answers to individual questions in The Secrets section of the chapter. This way, if

you decide to play the game on your own, you can refer to certain questions when you need help.

We've included maps of all four Spheres; these maps use a symbol system to indicate what's on each screen. The symbols refer to important locations; these are the only locations you should or must visit.

We've included Labyrinth maps as well. These show the locations of stairs and also the places you should bomb. In the text following the maps, we tell you exactly where to go.

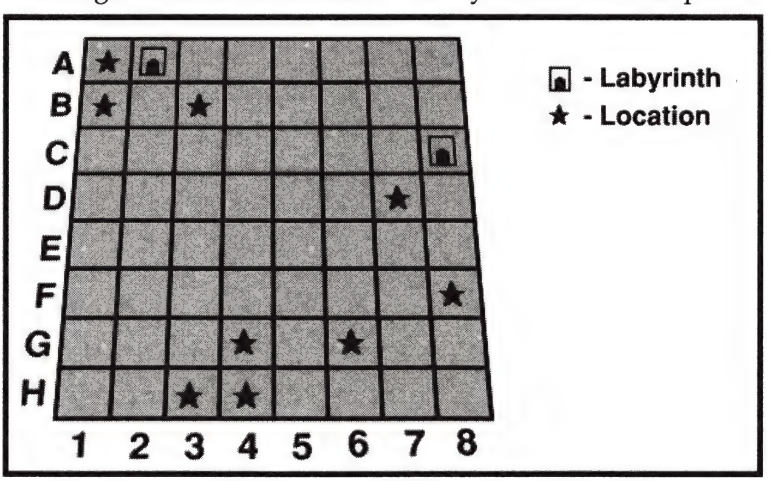
A general rule to fighting enemies (excluding the Bosses); the Sword will get rid of them more quickly, but the Fire Wand works from a distance. Use whatever you prefer (although it should be the Fire Wand).

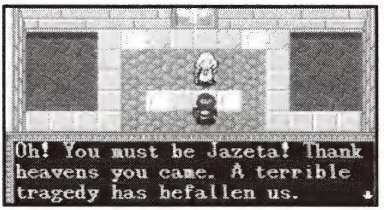
Also, you don't always have to fight every enemy you meet. In fact, often you'll want to run through an area without necessarily fighting at all. There are exceptions. In some Labyrinth rooms, you need to clear the room before you can continue. As a rule, fighting is almost constant, but you can leave a few monsters and continue on your way. Remember your quest!

The salespeople who appear throughout the Spheres are nice, but you shouldn't need to buy anything during your quest except Medicine, and even then only rarely. Your enemies drop Boom Bombs, Magic Rings, and all other kinds of goodies.

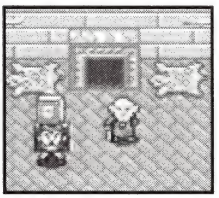
The Land Sphere

Listen to the story the Wise Woman has to tell you. Her information will get you started. Then walk outside (South). You've got some items to collect before you start the real quest.

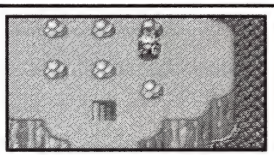




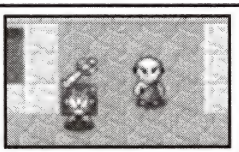
Walk South one screen (H4 on the map), and go down the stairs. This man will give you the Book of Revival. With it, you can now obtain passwords to save the game. To get it out of the chest, you must walk against the chest until it opens. Once you have it, go back above ground.



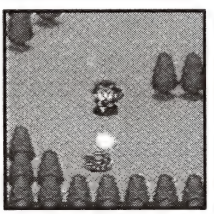
Walk West one screen (H3 on the map). Go inside the door. This old man will give you four Boom Bombs and the Medicine of Vitality. That was nice! Now go outside and head for G6 on the map. Head down the stairs. This person will give you 100 gold. It's a start, anyway!



Push the rock, get the Wand, go outside, and use it!

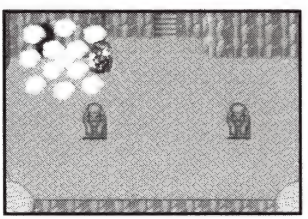


You're almost done with the pre-Labyrinth activities. Go to F8. Destroy the blob and then push the rock at the lower right. A stairway will appear! Go down and take the Fire Wand. Exit this room; go to the Status Screen and select the Fire Wand. Now go back to the main screen and give it a try. Not bad, huh?



Try the Wand.

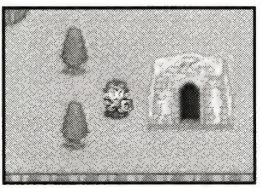
Head for B3. This trip will take a short while; these are the types of walks in which you collect a lot of money just by killing the monsters you meet on the way. When you finally reach your goal, notice the picture of a man etched into the rock on the left side. Select your Boom Bombs and drop one next to the picture. Boom! It's a door! The first of many... Go inside and meet the Monk who kindly extends your Vitality Gauge.



Use bombs to open doors.

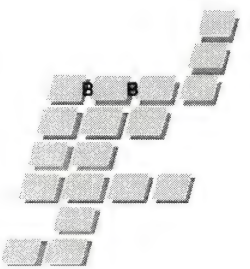
You're done gathering everything outside of the Labyrinths; now it's time to go into one. Return to the Sacred Shrine (G4) to save the game. Then move to B1 where you'll meet another woman. Try not to get hurt too badly; you'll want to conserve

that Medicine until the Labyrinth. This woman will allow you to save the game again. Save it and go North one screen. Eliminate both the scorpions and a stairway will appear! Go down and receive healing. You can return to healing locations as often as you want.

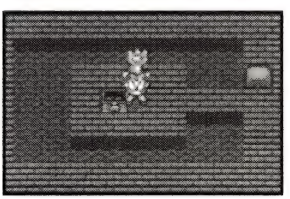


Go East one screen. Here's the entrance to the first Labyrinth. Take a deep breath and go inside.

The First Labyrinth. The directions for this first Labyrinth will be fairly verbose; the next ones will be brief and to the point, since you'll know the procedures for negotiating the Labyrinths after you finish this one.



Where's the welcoming party? Don't worry, you'll meet them soon enough. Walk East. It's a Bat! Give him a few whacks with your sword. Go North. Take care of these Jell-O molds (they're really Drops). Go North again. That face in the middle of room shoots fireballs at you; dodge them! Go East, and kill all the Bats. This is the only way the door will open. Lots of rooms in the Labyrinths operate this way.

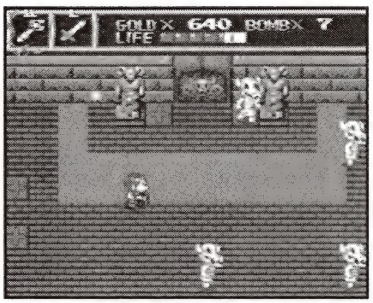


Go East. A treasure chest! First you have to eliminate the small and the large Bats. When they're gone, push the rock out of the way and walk out to the chest. The Key! You needed that. Now you need the Crystal Ball and you're ready to go.

Go West three screens, until you reach a room full of Bats. Do them in with your sword and go North. Kill these tentacled creatures to open the door, then retrieve the Crystal Ball from the chest. Now you're ready! (Actually, since you're using this guide through the Labyrinths, you don't really need the Crystal Ball. But it will help you keep track of what you have and have not explored yet.)

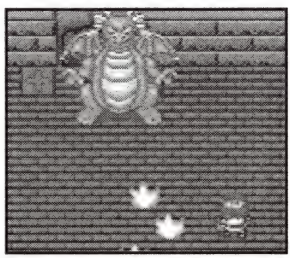
Tentacles!

Go South, East, and then North two rooms. What's this, a cow skeleton? Dirth is pretty demented! Kill all the creatures to open the doors. Go West and kill all the Wolfmen. Open that

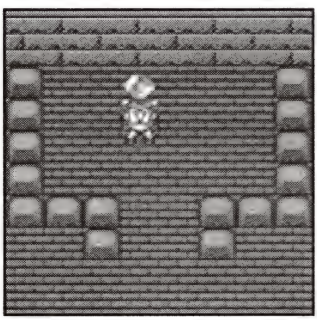


chest—it's a good one. Now you have the Bronze Armor! But don't stop to admire yourself. Get going East, then North. Listen to the man's story, then plant a bomb against the West wall. There's a hole! Don't go through yet; plant a bomb against the East wall, too. Now go West. The two tentacles are guarding a chest of Boom Bombs. Take them and walk back to the man. Walk through the East hole.

Kill all the scorpions to open the door, and continue East. You're close to the Medallion now! Destroy all the skeletons. Walk North; your Key will open the door...



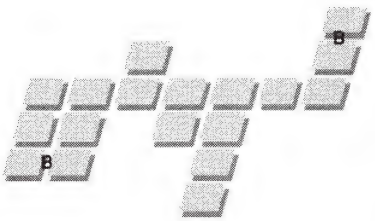
The Dragon will shoot four fireballs in your direction, and then shuffle around a little bit before he does it again. Wait for him to fire away, and then run up to him and swing a few times with the sword. Back off and dodge the next set of fireballs, and then hit the Dragon again. Repeat the process until he's dead.



Go North and open the chest. Here's the first Medallion! You're teleported automatically to the Sacred Shrine where the woman heals you and gives you an extra bar on the Vitality Gauge! Here's a quirk, though; you'll have to leave and re-enter the Shrine to get a password! So do that now. And write it down.

Journey To... Leave the Shrine and walk to D7. Enter the Shrine and save the game. You're almost at the second Labyrinth. Do you have two Medicines? Wings of Return if things get too hot to handle? And confidence? If you're missing one or more of these, you're not ready for the Labyrinth.

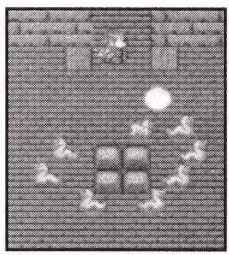
Walk East one screen and North one screen. Now enter...



The Second Labyrinth. Go North two screens. Kill all the Tentacles and push the rock to the right. Go North again and get advice from Ye Olde Man. Listen and learn, then walk East. Kill all the Scorpions and push the rock. Go East, kill all the bats, and walk North.

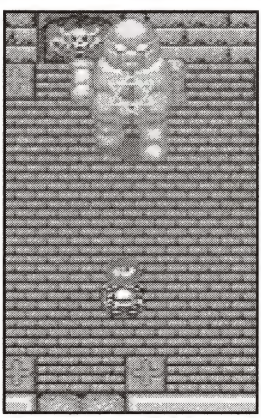
A dead end? Before you give up, plant a bomb against the North wall. Go through, then slash and burn past the Wolfmen and open the chest. The Key! Now for the Crystal Ball.

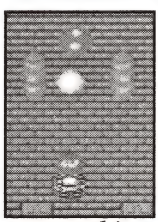
Go South two rooms and West three rooms. Destroy all the Blobs to open the doors. Go South and open the chest for the Bronze Sword! A bit more fancy than that wooden one, isn't it? Go North and West one room. Get rid of the cows, push the rock, and go North. The chest contains the Crystal Ball. Take it and go South one room.



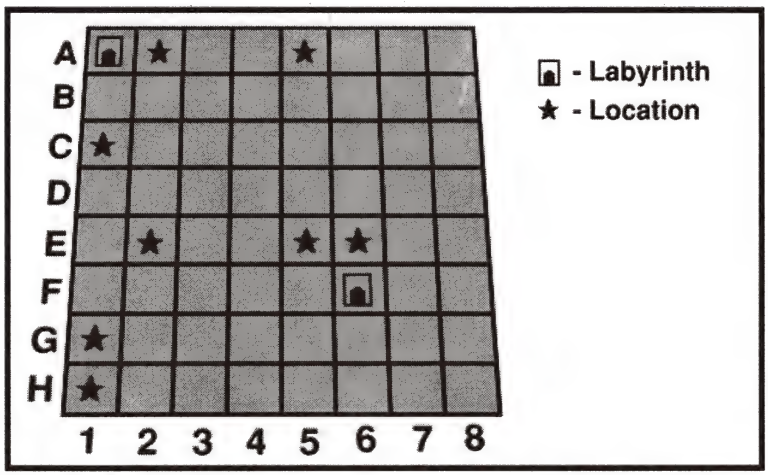
Snakes!

Go West and then South. Kill all the monsters to open the door and go South again. Snakes! You can return to this room to charge up on Special Items, but you'll need to wander pretty far away before you return. For now, tread on the Snakes and blow up the West wall. Go through the hole and quickly move down. That brown rock is armed with a trap! From now on, you'll need to beware of these stones.

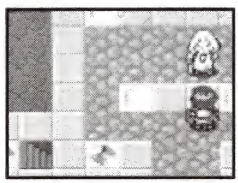




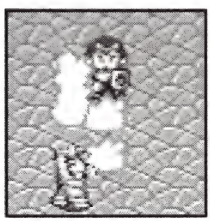
Kill all the Wolfmen and go through the door. Here's the Golem! He'll march around a little bit, and then explode into several pieces! Stay directly below him. When he blows, shoot at or slash the red ball that appears. This is the Golem's heart! He'll reform again, so do the same thing again! The heart will take several hits before it explodes, taking the Golem with it! Go through the door and collect the Medallion.



The Subterranean Sphere



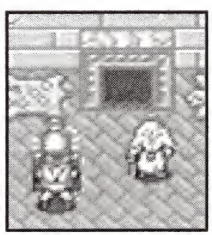
Leave and re-enter to save the game, then go down the stairs to the second Sphere.



As you did in the Land Sphere, you'll want to collect all the items outside the Labyrinths first; you're not going into them unless you're fully prepared! Go to H1 on the map. On the way, you'll notice that your Fire Wand isn't a fireball anymore; it's a stream of fire! However, it will revert back to its fireball state if your Vitality Gauge falls below nine bars.

It's dark here! Get rid of the Ants and push the rock on the right. See the hole that opened up at the lower left? Go into it. This is the Monk of Kee, and he gives you the ability to carry 12 Boom Bombs!

Go North one screen. Burn one of those crystal rocks and a stairway will appear. The person at the bottom will hand over 300 gold! You need more gold, though, don't you? So head to E2. One of the rocks is a Rock Monster so watch out! Defeat him and push the left rock. Go down the stairs for 150 gold.

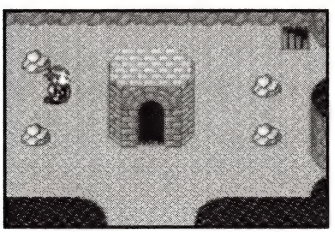


Journey up to A2. Burn the rock-throwers and burn the left rock. At the bottom of the stairs is the man with the Moonbeam Moss.

This stuff is vital to light up the dungeons! Only one more item now—the Rainbow Drop.

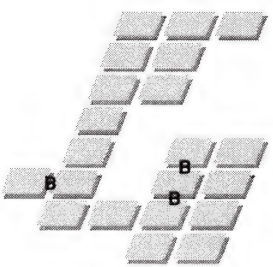
Go to A5 and burn the right-hand rock for a stairway. It's dark down here, so already you get to use the Moonbeam Moss. Is anybody home? Well, try looking everywhere in this room. Pass through the right "place" and you'll enter a room with a chest containing Medicine!

Next, walk down to E6. Enter the hut and get the Rainbow Drop... What? Stolen? Well you'll just have to get it back! If you do some detective work, you'll find out that some thieves live in the Southeast area of the Sphere. You'll also find out that one of them may have it.



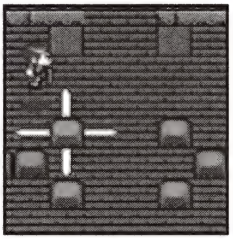
Go get the Drop, and take it back to the guy at E6—it's his, after all. He won't want it back, though; he'll heal you instead! Which is good, since you're off to the next Labyrinth. The walk to C1 is a long one. When you reach it, go down the stairs and save the game. Make sure you're fully equipped (two Medicines, Wings of Return) before you go up to A1 and enter...

The Third Labyrinth. Go North one screen and East one screen. It should turn dark! Go to the Status Screen and select the Moonbeam Moss. Light up your life and go South. Kill the monsters and push the far-left rock to get to the chest. The Crystal Ball's inside.

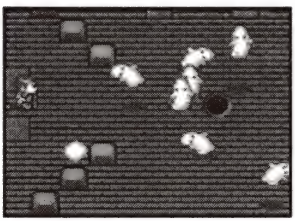


Go North two screens. Destroy all the monsters and push the far-left rock. Go North and kill all the Lizards. Go West and get the Bronze Shield. Bomb through the South wall and go into the corridor. Kill the Jellies and blow through the end of the corridor.

Go West two rooms. The Ghosts vanish and reappear, and aren't hurt by fire, so be ready for good swordsmanship! Next, go North and kill the Ghouls to open the door. Don't go through yet; bomb through the West wall. In this hidden room is Medicine of Vitality. If you've got two already, use one (you'll probably be a little hurt by now) before you pick this one up.

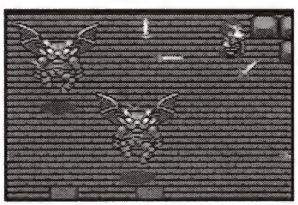


Go East one screen and North two screens. Kill all the monsters and watch out for the brown rocks! Push the upper-left rock to open the door. Go North. Here's the door to the Medallion; but you don't have a Key! So kill all the monsters to open the doors and go East. In this room Orange Ghosts will pour from that hole in the floor. This is an excellent place to stock up on Rings, Bombs, Cherries, and Gold. But keep in mind that when you kill all the Ghosts, a new batch will pop out.



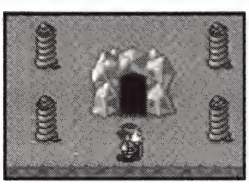
Go North one screen. Try walking over the water. That's the Rainbow Drop under you. Go North again. Kill the Lizards and push the second rock from the right, on the bottom row. Go East. Push the rock out of the way and get the Key from the chest.

Return to the door by going West, South two rooms, and West again. Now kill all the monsters and go through the door to face the Gargoyles!



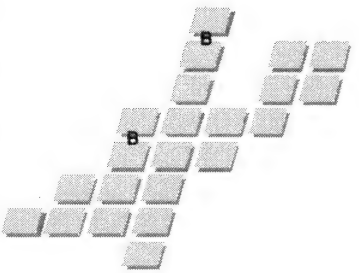
The attack pattern of these guys is to fly around, stop, and throw daggers in eight directions. Dodge between the daggers by staying at a distance from the Gargoyles. Use the Fire Wand to attack them; the Sword will get you too close. You have to destroy both Gargoyles before the door to the Medallion will open. Go through the door, take it, and you're off to the Sacred Shrine.

Journey To... Save the game and go back to the Subterranean Sphere. This time, you have to walk all the way to E5. It's a spiraling path to get there, and monsters will be all over the place. Bring along two Medicines (buy some in the Land Sphere if you need them).



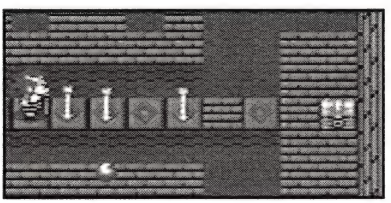
Go down the stairs and save the game again. Now leave and go to F6, which is...

The Fourth Labyrinth. Notice the ditch in this first room. Without the Rainbow Drop, you can't pass it. But you do have it,



so go North two rooms and West two rooms. Then go South. Kill all the monsters and push the second rock from the right, in the middle row. Go East and talk to the wise woman. Then go West two rooms and take the Steel Armor from the chest. Timing your run past the fireballs is tough, and you may get hit once or twice, but getting the Armor is worth it.

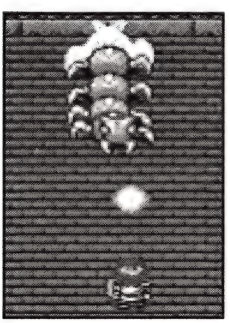
Go East, North and East. Kill all the monsters to open the doors. Go North. Bomb the North wall. The Jellies are guarding Medicine of Vitality. Use it or leave it for later. Go South and East. Kill all the monsters and go East.

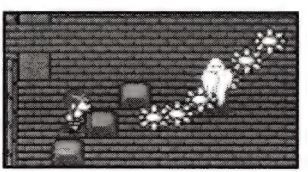


See those diamonds on the ground? Walk onto one, and arrows will come flying from those holes on the wall. Look at the pattern of holes. Where are "safe" diamonds that you can walk onto to let the arrows fly harmlessly by you? Think about it. Finished thinking? O.K. Here's the answer: Walk to the second diamond. Then use the Rainbow Drop to walk over to the South ledge. Then use it to walk back out to the fifth diamond. Scamper past the final diamond and open the chest for the Crystal Ball!

Go West one screen. Push the far-left rock and go North two rooms. Break up the ghosts' convention and push the right-side rock. Go North again and blow through the North wall. Walk to the chest using the left-side ledge and you've got the Key!

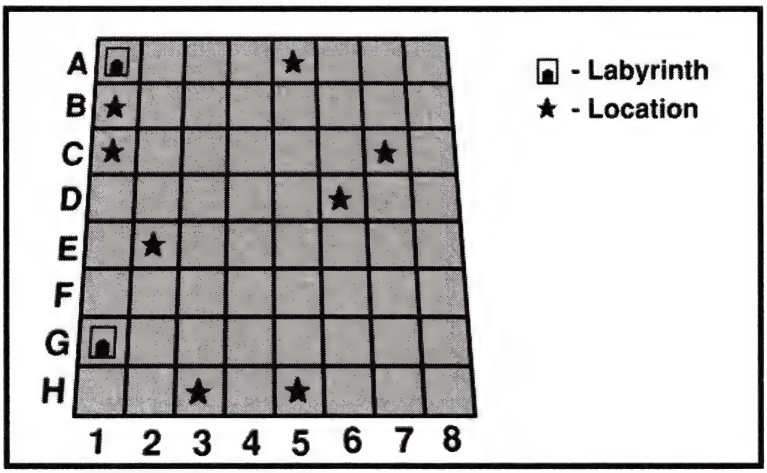
Go South three rooms and East two rooms. What's this thing? Well, it will move itself to track your position. To get past it, move down between the first and second rocks (the third one is brown, so don't touch). Let the chain track you, and then stop moving. Run up and past it through the North door.





Here's the final door! Kill the Ghouls and go through to meet the Centipede!

There's a very easy way to defeat him. Stay directly underneath him and use the Fire Wand to push him back to the wall. Then get close enough to use your Sword. You should hit his entire body with each swing! Keep it up and he'll be gone in no time. Walk East and collect the Medallion.



The Sea Sphere

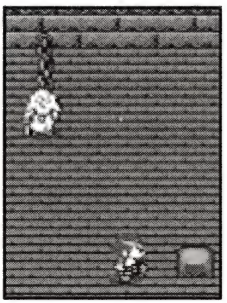
Save the game and enter the stairway to the Sea Sphere. This maze is the most complicated yet, but don't let that fool you; a little exploration will show you the correct paths easily.

Go to D6. Burn the rocks near the corner; one of them will burn away to reveal a stairway. Go inside for a Medicine of Vitality. Then go up to C7. Burn the rock and go down the stairs. The Monk of Kee! You'll get the ability to carry sixteen bombs!

Walk up to A5. Kill the Moth and the Fish and stairs will appear. Go down. Another empty room. Or is it? You'll find the entry to another room—this one with the man who'll give you the Falcon Shoes! With these on your feet, you'll walk around a lot faster.

Walk down to H5. You'll need to come in from the left side to reach the island with the door. Actually, it's a blocked door. Use a Boom Bomb to blow through it. Go inside and collect the Steel Shield. You're looking good! Walk up to E2 and burn the rocks in the middle of the path. This stairway leads to a wealthy man who gives you 1000 Gold!

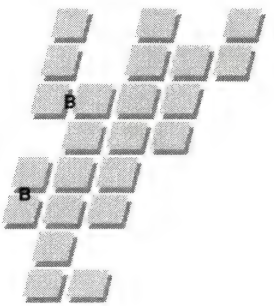
Time to get the Medallions. But you can't enter the Fifth Labyrinth yet. So go to C1. Defeat the Horned Soldiers and bomb through the door. Go inside and watch out for the Wizard!



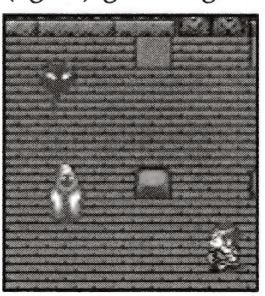
He twirls around and shoots a blue beam at you. Stay at a diagonal to him and he can't get you. Get rid of the Floaters, too. The door will open.

Walk down the corridor and talk to Orian. Next, push the right-hand rock. The entrance is open now. But you'd better get to a Shrine first. Walk to H3 and go inside the door. Save the game! Now walk over to G1 and prepare to enter...

The Fifth Labyrinth. Go West. Watch out for the brown stones as you go North two rooms. Another Chain! You know how to fool him, so don't fret. Go West and blow a hole through the North wall. Go through the hole and get the Crystal Ball.

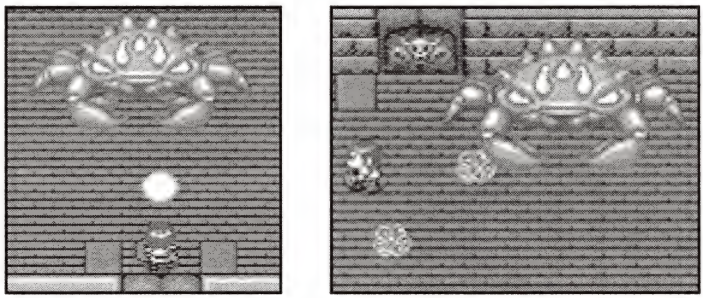


Walk South and East two rooms. Go North and deal with the Floaters (again) guarding a chest (again), this time with Boom Bombs inside! Walk South, West and North. Hmm... another Wizard! You may be tempted to use a Magic Ring (if you have one), but don't; there are rooms later where you'll really need it. Kill the Wizard and his Shadow friends.



Push the left-hand rock and go North one room. Then go East. Those Armadillos are immune to fire, so slash away! Go East again. Move down and take out the Snails from there. You'll need to walk around the brown stones from the right. Go North two rooms. A Chain? Ugh. Go West. You'll have to kill everything in this room; a Ring may be prudent to use at this juncture. Go North and collect the Silver Sword!

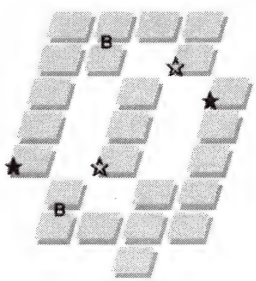
Go South and East two rooms. Kill all the monsters and push the lower-right rock. Go North. Push the upper-right rock out of the way to get the Key from the chest. Now go South, West and South two rooms. Go West two rooms and North. The Diamonds signal an arrow room! Get past them and to the West wall, use a bomb to make a hole (and go through), then enter the next door. It's Boss time!



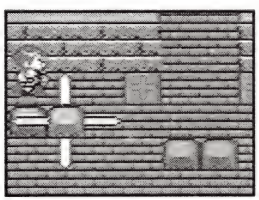
The Crab will move around a lot, and then spit bubbles at you. He's only vulnerable when he's spitting bubbles, so you'll have to dawdle around in between spits. You can tell he's ready to spit when his eyes turn white. Keep hitting him constantly with the Fire Wand. That way, when he does start to spit, you'll hit him immediately.

The Crab takes a long time to defeat, so be patient. Once he's gone, go North and gather the Medallion!

Journey To... Save the game at the Sacred Shrine and go back to the Sea. Walk all the way up to A2 and enter the door. Save the game here and go North. Go into...



The Sixth Labyrinth. Go North and whittle the Wizard down to size. Then move West two rooms and bomb the North wall. Head North and collect the Key by killing all the monsters and pushing down the upper-left stone. Return South, push the left rock, and walk East two rooms, then North to talk to the man.

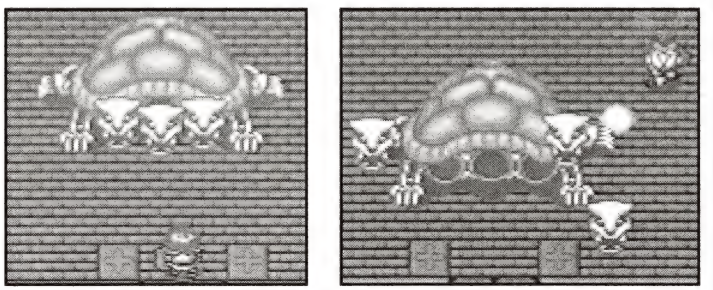


You're not here to talk, so how about walking South and East? To get to the door, walk to the top of the screen and get close enough to the brown rock so that its daggers pop out. Then run past as soon as they disappear. That way they won't get you before you go North.

Go North again and you'll reach a room with four Wizards! Use the Ring unless you're feeling very lucky. Go North and take the Crystal Ball from the chest. Go North again and go down those stairs. Walk left and go up the other stairs.

You're back above ground again. Go North two rooms. Kill the Floaters and push the right-hand rock. Go North two more rooms. Kill the Shadows to open the doors. Go East one room and bomb through the South wall. These four Wizards are guarding the Strongest Armor! If you have a Ring, use it. Push the lower-right rock out of the way when the Wizards are gone.

Go North and East two rooms. Get through the Snails and go South. Destroy the Shadows and push one of these rocks to open a stairway. Go down and then go up the next flight of stairs. Here's the door to the Medallion! You first have to defeat the Wizards before you can open the door, though. Be quick and go through!



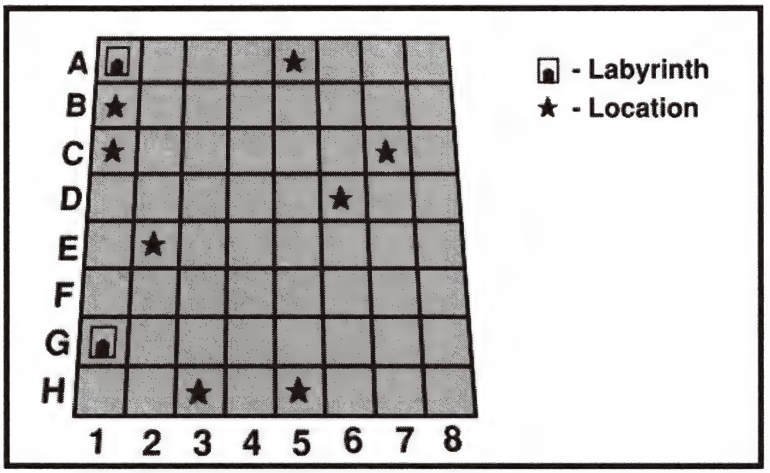
The Turtle has three heads that will fly around at you; the body will shuffle around, mainly getting in your way. You want to destroy all three heads. The best way to do this is to lay bombs down in the path of the heads, but this is often risky since they move so fast. A safer, but slower, way to destroy them is to use the Fire Wand. Once you run out of bombs, you'll need to use the Wand anyway.

Once the Turtle is gone, run North. You'll need to circle around to get the Medallion, and you may be hit a few times by the fireballs. Do you have Medicine left? Run quickly to open the chest and the Sacred Shrine is a short teleport away.

The Sky Sphere

Your Fire Wand attack will be even more powerful now; try it and see! You'll need that new power on your journey through the Sky Sphere. If you don't have any Medicine, don't worry; you'll find several vials on your upcoming pre-Labyrinth adventures.

Enter the stairway. Go to H5 on the map. All the way down there? Yes. Have faith—it's worth it. On the way, you'll meet the

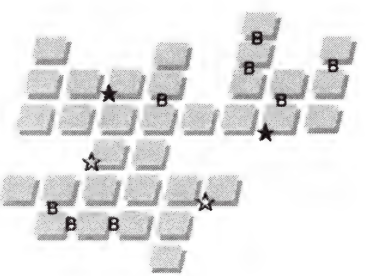


Blue Blobs, Grasshoppers (even though there's no grass around), Purple Heads, and Fire Clouds that shoot at you! Take care as you fight towards H5. When you reach it, bomb through the door. Go inside and you'll have your Vitality raised by the Brotherhood of Monks!

Go to D6. Bomb through the right door and get the Medicine. Now go to B4, bomb through the door, and talk to the Monk of Zee. Now you can carry twenty bombs! With all this armor, weapons, shield, and twenty bombs, it's a good thing you have Falcon Shoes! Leave and walk to A7. Bomb the right-hand door, but don't go inside. Go West to A6 and bomb through the right-hand door here. Go inside to collect Boom Bombs. Now return to A7 and get another vial of Medicine.

Walk down to C7. Walk to the left door and bomb through. A Shrine! Save your game, check your supplies, and walk to B7. It's time to be courageous once more and enter...

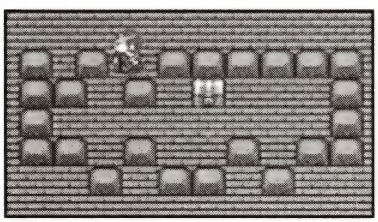
The Seventh Labyrinth. Go North and West. Bomb through the West wall. You'll have to bomb through the other end of the corridor too. Now go into the room and bomb through the North wall. Walk through. The creatures just get weirder and weirder down here! Kill all the Jellymen and push the lower rock to open the doors.

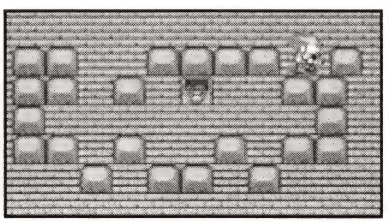


Go West and get to the chest. It holds the Crystal Ball. Then head East two rooms. Kill all the monsters and go North. Talk to the man and go down the stairs. A Mummy! Unwrap him with your Wand and go up the other set of stairs.

You'll be hit immediately by either the Winged Snake or the fireballs; get out of this room quickly and go West. Kill all the creatures and push the upper-right rock. Now go West and destroy the Armored Ants, then go North. Here's another one of those endless holes; this one produces Winged Snakes. Come back here to charge up on Special Items when you need to. Go North again.

Plant a bomb against the North wall. Go through the hole and walk North to reach the hidden room. Cream the Jellymen and push the upper-left rocks to get to the chest; it holds the Key. Then push the upper-right rocks to open the door. The pictures should help you.



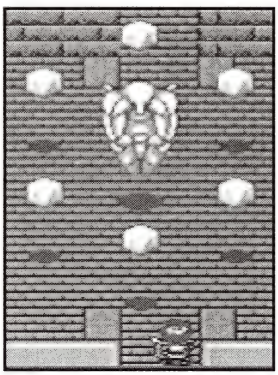


Go South through the corridor and then head East two rooms. Kill the Bats and the Blue Ghost, then push the lower-right rock. Go North and blow up the North wall. The rocks in this room are tricky, so leave and come back if you push them into a bad spot. Go through the hole and bomb through the corridor. The chest in this room is guarded by a Winged Snake hole; the chest contains Medicine of Vitality, which you'll almost certainly want.

Go South and through the corridor. Now go East two rooms. More Jellymen! Bomb the North wall and the South wall. Go through the North wall to get the Boom Bombs, then go back and through the South wall. This room contains two Zombies who aren't hurt by fire! Open the chest to get the Strongest Shield, and kill the Zombies with your Sword to open the door.

Go North and West. Bomb through the South wall, then walk through the hole. That Mummy's guarding your way out of here. Fire him, then push the left-hand rocks to get to the stairs. Go down and take care of the Zombie, then walk up the next flight. What? Isn't this the room you just left? Not really. Kill the Mummy and push out of here. Go North.

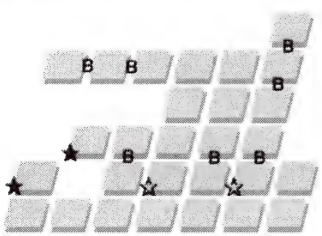
Kill the Winged Snake and push the right rock. Go West, destroy all the enemies, push the second rock from the left in the middle group, and go South. Beat all the monsters again and push the lower-left rock. Go West. The door to the Medallion is here! Beat the Zombies and you can go through.



This Boss is arguably the toughest of them all. Use the Fire Wand to bombard him with flames. When he turns into his Robot form, he's vulnerable to attack. He'll hit you a lot, so you'll want to carry two Medicines. Your best attack is to try to catch him in a stream of fire that will hit him several times. Otherwise, keep your cool and keep attacking and dodging. You can beat him! When he croaks, go North and collect the seventh Medallion.

Journey To... Save the game in the Sacred Shrine. Go back to the Sky Sphere and walk on down to E8. These stairs will teleport you to E1. So walk on and hang on! When you land, you'll see the Sheepmen. They fire bolts like the Wizards. Hopefully you'll discover that you can block these bolts with your Strongest Shield.

Go East to E3 and bomb through the door. Inside you'll find an empty room; walk through the mantle and you'll find two chests; Boom Bombs and Medicine. Leave here and journey to F2. Bomb the door, enter the Shrine, and save the game. Walk outside and down to G2. This is it! You're going inside...



The Eighth Labyrinth. Go West two rooms. Bust the Ghost and run past the Chains. Push the lower rock to open the door, go West, then North. Kill all the monsters and a stairway will appear. Going down? Yes, you are! Walk to the next set of stairs and go up again.

Defeat all the Ghosts and the doors will open. Walk East and find another hole! Bomb through the South wall and go through. Get the Bell of the Sky (actually the Bell of Heaven). Go back North and kill all the Snakes to open the door. Go West and down the stairs. Walk to the other set and go up.

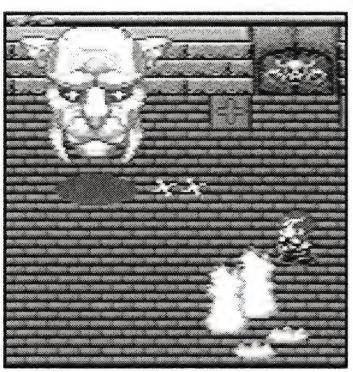
Go South one room and East three rooms. You're back at the entrance, but don't leave; push the upper-right rock to open the door. Go East, kill everything, push the right-hand rock, and go East again. Talk to the man and bomb the East wall; go through, and go North. Kill the Zombie and two stairways will appear. Take the right flight first. Walk along the corridor and up the next flight.

Beat the Mummies and push the left-hand rock, then walk North and West. Kiil all the monsters and push the left-hand rock to open the door. Next, go West and drop a bomb by the West wall. Go through the corridor and kill the Zombies. Bomb the other end and walk into the room. Receive your final gift from the wise man.

Walk all the way East and go South. Go down the stairs and return to the room with two flights. Whack the Zombie and take the left flight of stairs. You'll come up in a room full of Jellymen! Bomb the South wall and go through. More Winged Snakes appear. This time they're guarding the Key. Grab it and go North, East and North.

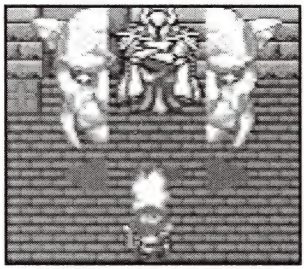
Bomb the North wall, which isn't easy with a crossfire of fireballs, and go through the hole. Bomb the other end of the corridor and enter the room. These Zombies are guarding Boom Bombs. Take them and go South as far as you can. Blow up the South wall and go through. Kill all the Ghosts and a stairway appears! Go down, kill the Jellyman, and go up.

Look at all these bad guys! Got a Ring? If not, you'll have a tough battle. Defeat them all and you can go through the door. What's this? A huge golden head! It attacks by shooting two stars from its eyes. Then it splits apart, revealing Dirth, who'll shoot stars in eight directions! Is it really Dirth, though? No, it's the Dirth Image!



Is it Dirth in there?

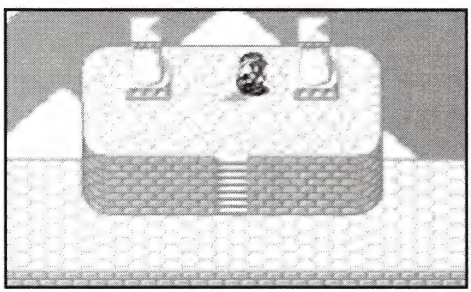
Use the Fire Wand to keep the head bathed in fire. When it splits apart, the Dirth Image gets trapped in your fire streams which will hit him several times. This is the only way to defeat him! Don't let the head trap you in a corner! When the head explodes, Dirth will stare at you for a moment before he disappears. What a rude guy!

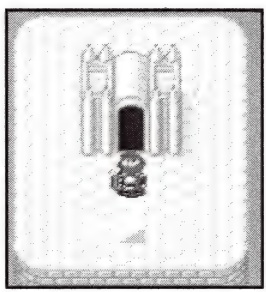


Nah! It's just an Image!

Go North and through the door. The woman will have some bad news for you, but news you already knew! Go down the stairs and take the eighth Medallion! You'll fly back to the Sacred Shrine, where the door to Dirth will open! But you're not going against him yet!

Instead, save the game and go to the Sky Sphere. Make sure you have the Wings of Return and go to H7. Walk onto the ledge and use the Bell of Heaven. A stairway will appear. Walk onto it and you'll teleport across to a building! Inside is the Strongest Sword! Collect it and go outside. Use the Wings of Return to go back to the Sacred Shrine.





Use the Bell of Heaven and warp to a new location.

The Final Battle

Now you're ready to face Dirth! Or are you? Make sure you have two Medicines. Now walk through the North door in the Sacred Shrine. Stand on the red star and you'll be teleported to Dirth. This is it! Solving the riddle of Dirth's attacks can be tough—see The Secrets if you can't seem to beat him. Win the battle and you'll save Neutopia!

Meet Dirth!

SHH... THE SECRETS

Land Sphere

Where is the Book of Revival? Try the stairs just South of the Sacred Shrine.

Where is the Fire Wand? Did you try pushing all the rocks on one island in particular?

Where is the Bronze Armor? It's in the First Labyrinth. Try looking in the rooms to the West.
Where is the Bronze Sword? It's in the Second Labyrinth. Try searching the rooms close to the entrance.

Subterranean Sphere

Where is the Moonbeam Moss? It's in a stairway in the Northwest area of this Sphere. Burn all the rocks you see.
Where is the Rainbow Drop? Go down to G6. Enter the hut and talk to a scared—and suspicious—individual. He's got to have the Drop! Maybe it's outside, though. Go out there and push the upper-left rock. Stairs! That's where he's hidden the Rainbow Drop!
Where is the Bronze Shield? Search the right side of the Third Labyrinth.
Where is the Steel (Silver) Armor? Inside the Fourth Labyrinth. Search the Western side of the Labyrinth.

Sea Sphere

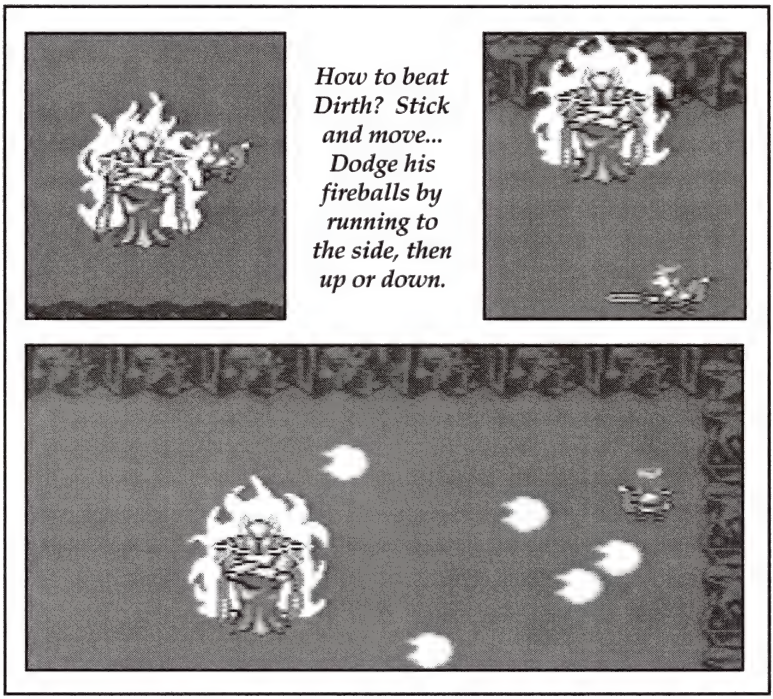
Where are the Falcon Shoes? Try killing all the monsters in the Northern areas of this world. A stairway will open up to you in one of them.
Where is the Steel (Silver) Shield? Search the islands in the Southern part of this Sphere. You'll need explosive thinking to open the door.
Where is the Steel (Silver) Sword? The Sword is far to the North of the entrance of the Fifth Labyrinth.
Where is the Strongest Armor? It's in a hidden room in the Sixth Labyrinth. Try planting bombs against the South walls of rooms you're in.

Sky Sphere

Where is the Strongest Shield? In the Seventh Labyrinth. Try bombing the walls in rooms with Jellymen.
Where is the Bell of Heaven? Go West from the entrance of the Eighth Labyrinth. It will be in a hidden room in this area.
Where is the Strongest Sword? You'll need to use the Bell of Heaven at a location across from a building in the South part of the Sphere.

North Pole

How do I defeat Dirth? Dirth's attack pattern is to appear as two images. One of the images will disappear, leaving the real Dirth,



who forms a ring of cold fire around himself. The ring turns into a streak and flies at you! Then he disappears and reappears as two Dirths.

When the images appear, attack one of them with your sword. Dirth is usually the image to the left, or the image at the top of the screen, but he varies. Then run away quickly and get ready to dodge the fire by running in one direction quickly; the fire should miss. Then get in the middle of the screen and wait for Dirth to reappear.

You can also use the kamikaze approach and hit Dirth as many times as possible; but he'll get you more with the fire, and that will seriously hurt you. Good luck!

Finally, for those of you who want to be as powerful as possible, here's a password that starts you off with every special item and Medallion collected; you can go right to Dirth or explore the Spheres with near-invulnerability.

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CHAPTER 14

Space Harrier

Distributor: NEC
Game Type: Arcade Action

WHAT'S GOING ON?

Dragon Land used to be a nice place (surprising, considering the name). But now, it's been taken over by evil. The entire planet is unsafe. Someone needs to save the planet and restore it to its former self. Someone like you. Someone like Space Harrier!

WHO ARE YOU?

Yes, you are Space Harrier. Your parents were stuck for a name, and happened to see a passing spaceship. Lucky you!

PLAYERS

Space Harrier is for one player only.

SCORING

You score by blasting away the evil denizens of Dragon Land. If you're riding a White Dragon, you can destroy the objects scattered around the landscape for bonus points.

LIVES AND HOW TO LOSE THEM

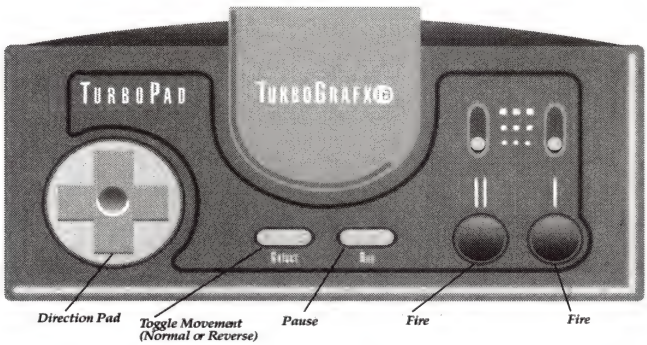
Space Harrier starts with three lives. He loses them by being hit by an enemy, an enemy's bullets or by running into a large

surface item. You can get an extra Harrier by scoring 5,000,000 points—no easy task!

CONTINUES

There's not a "real" continue system, but the manual gives you a "secret" technique. See The Secrets to find out how to do this.

CONTROLS



WEAPONS

All Spacey gets to play with is his handy-dandy Autolock Launcher. It's a nice weapon, with nice range, so there's no need to complain.

SPECIAL ITEMS

There aren't Special Anythings. Isn't that special?

FRIENDS

The only friend you'll meet during the game is the White Dragon on levels 5 and 12 (both these levels are not coincidentally named Bonus). Ride him and smash everything in sight!

ENEMIES

Yeah, you've got enemies to deal with. Here's just a few of them. Note that if and when you beat the game, the names on the screen you're shown are different from the manual! We've used the manual names here.

Mukadenss attack in groups and usually fly from the sides of the screen.

Aidars aren't very happy—and if I was only a face, I wouldn't be very happy myself!
Tomoths attack in threes, spewing bullets at you.
Jets (there are two types) fly in formation across the screen, bombarding you with firepower.
Venzveens are trapezoidal objects that get in your way.
Mammoths stand on the plains of Dragon Land, not attacking but not helping you either!
Roopars are mushroom-shaped enemies that attack in groups.
Dooms are very smart, and attack when you least expect it.
Skegs look like baby gargoyles, and they're just as mean!
Skayra is a dragon Boss. He shoots fireballs at you!
Oui Oui Jumbo is a very strange Boss who stands there while letting his dragons do his work for him.
Godarni is a two-headed beast Boss that attacks from two directions!
Barda is a skeletal Boss that might be a Skayra in very bad health!
Stanrry is a huge plane that drops Jets at you.
The **Tetrahedron** spins around dizzyingly while it attacks.

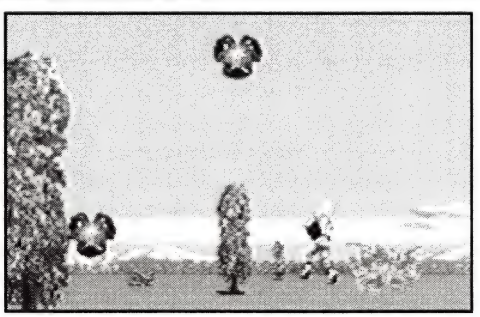
STRATEGY SESSION

General Strategies

Don't stand still! If you're stationary for even a split-second, a bullet will always seem to find you. Dodge, weave, do anything to keep your enemies' bearings off.

Reverse Mode, believe it or not, feels easier to most people because its controls are like an airplane. But experiment until you find the right Mode.

Stage One: Moot



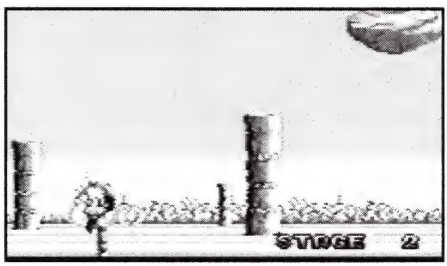
What a nice day! Lots of puffy clouds in the sky...that will kill you if you run into them! Watch out for them and the trees on the ground. Being the first Stage, most of this is very simple.

Stage One (continued)

When the three black Tomoths appear, shoot them one at a time starting at the top. The Boss is Skayra, who fires two volleys of fireballs. Shoot Skayra when he's headed for the background.

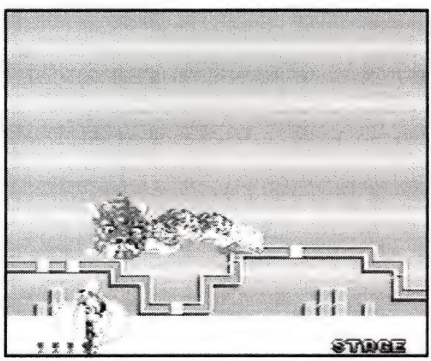
Stage Two: Geeza

Halfway through the level, the indestructible Pillars make their appearance. You can't shoot them, and you can't go through them—so dodge them! Most of the enemy waves will attack from the sides. The Boss is a



bunch of Aidars—you should take most of them out before they even reach the front of the screen.

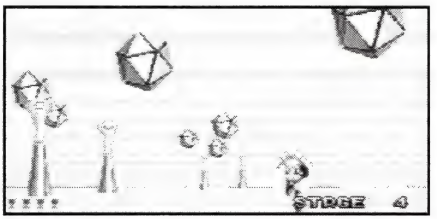
Stage Three: Amar

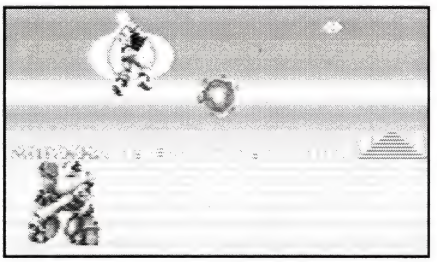


The attack waves will be coming mostly from behind you, so watch out! Stay on the ground as you attack. You should only leave the ground to attack the Roopars and Skegs from the front—and only for a second. The Boss is the two-headed Godarni! Concentrate on the head shooting the fireballs.

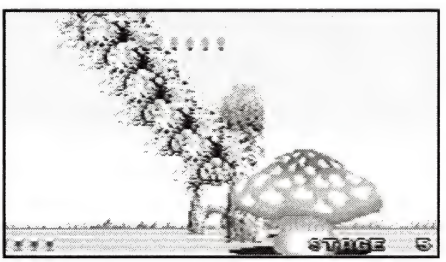
Stage Four: Ceiciel

The sky is falling! But only to make your job harder. Now there's Pillars that stretch for the entire height of the screen. You'll be attacked by a wave of Mukadenss, then have to run through some Venzveen. After a few of these waves, the sky returns—and Dooms arrive! Fight them by spinning in a circle as big as the screen.



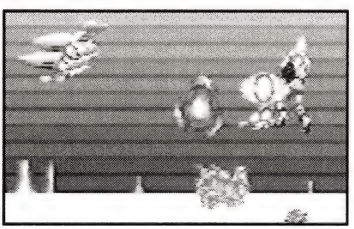


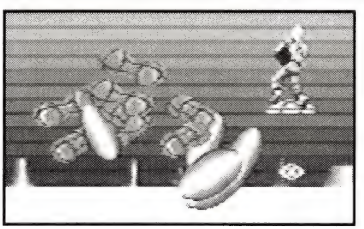
Stage Five: Bonus Stage



If only all the Stages were this simple. Jump onto the White Dragon and take out as many plants as you can. You can't control the Dragon on its upswing, but you can on the downswing. Each tree and bush is 50,000 points!

Stage Six: Olisis

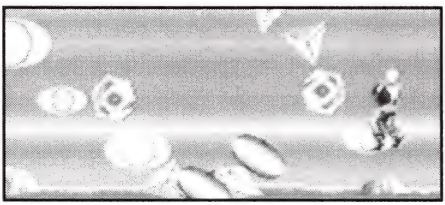




The Jets are on the case now. They'll make "bombing runs", nailing you with their "bombs". Stay to the sides as you return their fire. The Boss is tough; fire in a large circle.

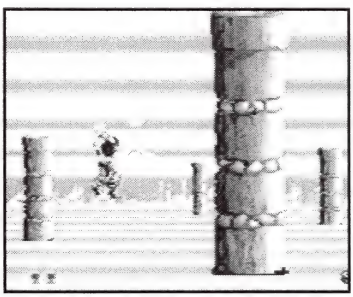
Stage Seven: Lucasia

You'll see the Mammoths in this Stage. They look flat, don't they? Anyway, the Stage is very simple; just more Tomoths and Dooms.

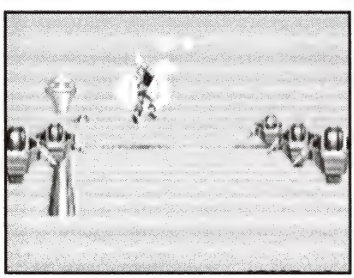


The Boss is the Tetrahedron; fire in a counterclockwise circle and you'll finish it off.

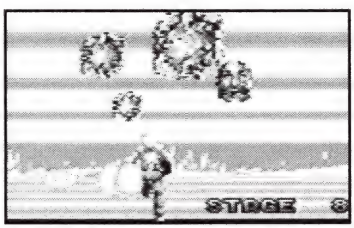
Stage Eight: Ida

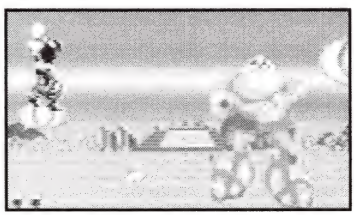


the middle of a field of Pillars. The Boss is a rather ugly mug protected by a ring of Aidars. Get rid of them, and then take care of the face.



The Tomoths will get a lot closer in this Stage; the Aidars will also be out in force. The Dooms tend to attack right in





Stage Nine: Revi

Here comes that roof again! This Stage is almost exactly like Stage Four; use the same techniques.

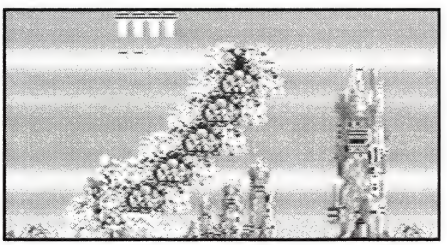
Stage Ten: Minia

Another Stage with similarities to another; this one's much like Olisis. The Boss is actually a bunch of Tomoths.

Stage Eleven: Parms

Dooms and more Dooms; they're basically what you're up against. The Boss is a Godarni. You've already seen him before.

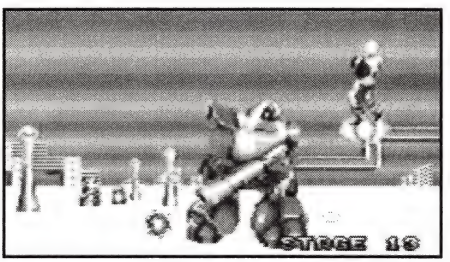
Stage Twelve: Bonus Stage

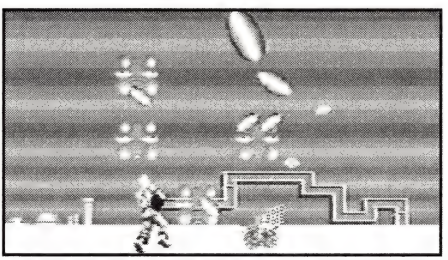


You remember Stage Five fondly; this one is similar.

Stage Thirteen: Drail

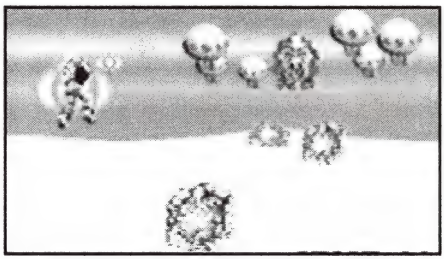
The Jets will attack in a variety of formations; the Dooms will be tough; but you've seen it all





before. Use the "big circle" to get rid of the Boss.

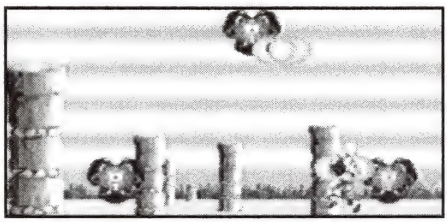
Stage Fourteen: Asuite

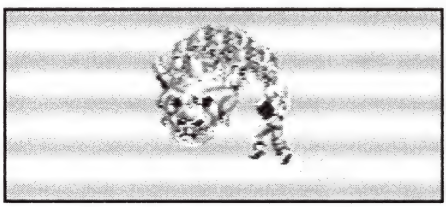


Another collapsible-roof Stage. The Boss is another face, this time surrounded by Roopars. You can do it!

Stage Fifteen: Vicel

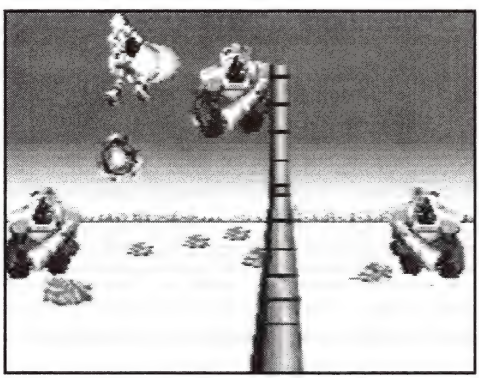
Things get exceptionally tough now; Tomoths and Dooms attack while you're trying desperately to





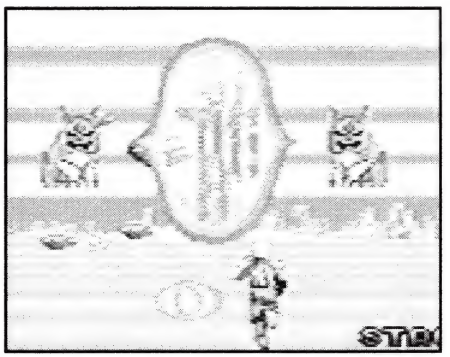
negotiate the Pillars. Stay on the ground! The Boss is a bony Barda. Handle him like the Skayra.

Stage Sixteen: Natura



Dooms and gloom; use the "big circle" to avoid their bullets while shooting back. The Boss will fly onto the screen later on in the Stage; Stanrry drops a barrage of Jets at you. Fend them all off and Stanrry leaves!

Stage Seventeen: Nark



Almost there! Venzveens, Aidars and Dooms try to make it tough for you, but the Pillars are the real challenge here. The Boss is extremely tough; Oui Oui Jumbo is guarded by two fireballers! Use the circle to get rid of them, and Oui Oui is histo-ry-ry. The clouds will even attack you at the end of this Stage!

Stage Eighteen: Absymbel

All the Bosses you've passed don't want to see you go! So they'll attack you in this order (which is also spelled out on the screen): Godarni, Barbarian (the face with the spinning ring), Squilla (looks like Skayra to me!), Ida (the bunch of Aidars), Salpedon (a combination of the Barda and the Godarni), Syura (another face-with-ring), and Valda (or is it Barda?). Beat them all and you get the ride of victory!

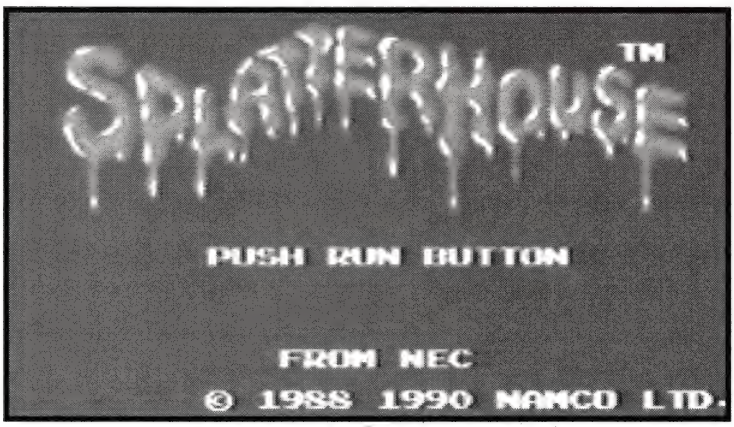
SHH... THE SECRETS

How do I continue the game? You have to clear five Stages. Then, when you die, enter 123456 and CNT on the high-score registration. This will add a Continue selection to the main menu. But it only works three times.

CHAPTER 15

Splatterhouse

Distributor: NEC
Game Type: Arcade Action



WHAT'S GOING ON?

Dr. West was a great expert in parapsychology, but his experiments in genetics weren't that great at all. In fact, it's said that they ended up killing him within the walls of West Mansion, his home and laboratory.

Rick and Jennifer were just two innocent parapsychology majors who'd come to West Mansion to study for a report. But in the blink of an eye, Rick was knocked out and Jennifer was kidnaped. When Rick awoke, he was wearing the Hell Mask —a relic said to have spiritual powers! And he'll need them as he searches for Jennifer!

It's a sticky, gooey, gory, oozing situation. Nobody with a clear head and a pocketful of change would want to go in here.

WHO ARE YOU?

You're Rick. Normally a good-looking guy, you've got the bloody Hell Mask attached to your face. Rescue Jennifer, and maybe you can get this thing off!

PLAYERS

Splatterhouse is a one-player game.

SCORING

Rick gets points for splattering Dr. West's "friends" with his fists and feet, and with the weapons he'll find within the Mansion.

LIVES AND HOW TO LOSE THEM

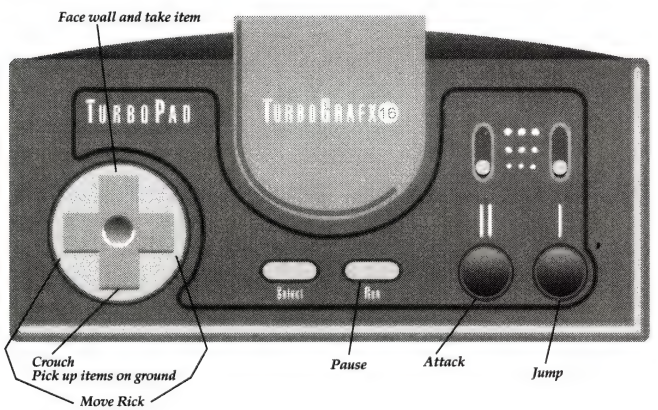
Rick has three lives. Each life has five Hearts to measure damage. Each time Rick is hit, he loses a Heart. If he loses all the Hearts, he loses a life. If Rick loses all his chances, Jennifer may become a genetics experiment—or the victim of one!

You earn extra Ricks by scoring 30,000 and 70,000 points. You earn extra Hearts by finishing a Stage. The better you did during the Stage, the more Hearts you'll receive for the next.

CONTINUES

There are seven Stages for you to fight through. If you lose all your lives, you can continue from the beginning of the last Stage you reached. You can continue up to five times.

CONTROLS

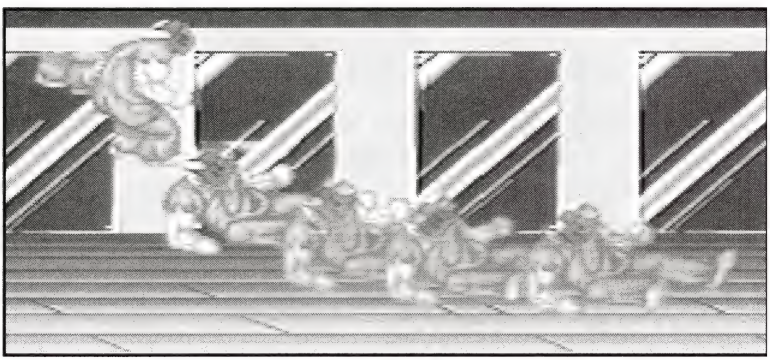


WEAPONS

Rick works bests with a Weapon, but he won't always have one. Without a Weapon, Rick will punch if he is standing. If he's jumping or ducking, Rick will kick! With a Weapon, Rick will

use the Weapon if he's standing or jumping. When he ducks, Rick will kick, and won't use the Weapon.

One special attack at your command is the **Slide Kick**. To execute this maneuver, jump up and then hold the Direction Key down or diagonally down. Just before Rick hits the ground, press Button II.



Weapons are twice as strong as your bodily attacks, so one Weapon hit counts as two regular hits. Find these weapons in various locations in the mansion:

The **Two-by-Four** is a huge piece of wood you can swing like a baseball bat for maximum devastation! Unlimited use in one area.
The **Golden Cleaver** is swung like the Two-by-Four. It really cuts up the enemy! Unlimited use in one area.
Throw the **Stone** at your enemy! One use only.
A **Monkey Wrench** is a tool—so use it to fix your enemy! One use only.
The **Spear** will dearly hurt anyone you throw it at. One use only.
The **Shotgun** has eight rounds of firepower. Shoot your enemies from a distance!

SPECIAL ITEMS

There are no Special Items in the game—except for the Hell Mask, which you're trying to get rid of!

FRIENDS

Jennifer's your girlfriend, and she's your only chance of removing the Hell Mask. So find her!

ENEMIES

Dr. West had a good imagination. The offspring of his creativity will make finding Jennifer pretty difficult!

The **Red Walking Zombie** shuffles after you, but takes only one hit to liquify!
Green Walking Zombies are tougher, and take two hits.
Chained Corpses spit puddles of acidic slime onto the ground. Don't walk into it!
Bats fly at you, looking for some blood! One hit kills a Bat.
Large-headed Demons take two hits, and then their heads fly at you! You can hit the head or dodge it.
Sludge Monsters try to punch you. They take one hit.
Hanging Corpses fall from the roof at you! Hit them once to reduce them to slime.
Crawling Red Slime oozes along the ground, trying to tear your legs apart. Hit it once.
The **Crawling Slug** tries for your legs, too! Takes two hits to kill.
Knives are sharp and deadly! They must be hit five times.
Chairs try to squash you flat! They take different amounts of punishment to destroy depending on the area you're in.
The **Crawling Hand** is looking for a body—how about yours? One hit will wipe it out.
Newborn Monsters jump on your back and go for the attack! One hit kills them.
Fire Demons and **Fire Logs** can't be hit. Dodge them!

STRATEGY SESSION

General Strategies

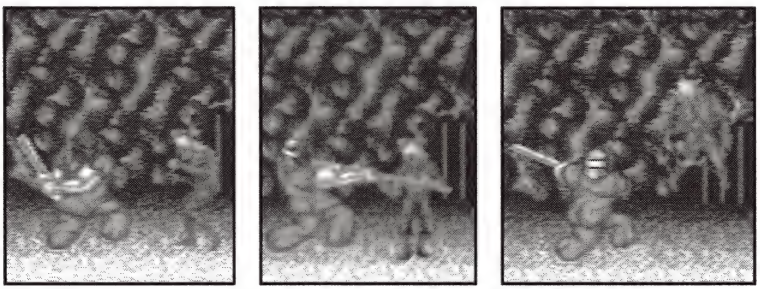
Splatterhouse is timing and more timing. Unless your reflexes are lightning-quick, even the first Boss can give you lots of trouble. Fortunately, since the attack patterns are generally the same, you'll pick up on the timing as you play... and you'll get plenty of practice! Dr. West's creative abilities are phenomenal.

Each Stage also has certain areas of the screen that are better for attacking and moving than others. Watch where the enemies come from and go where they aren't!

Be sure to find the weapons. In just about every stage there's something lying around. It may not compare with a bazooka or a missile launcher (that's what you'd prefer, I know), but a stick or a stone can break these monster's bones—if they have any!

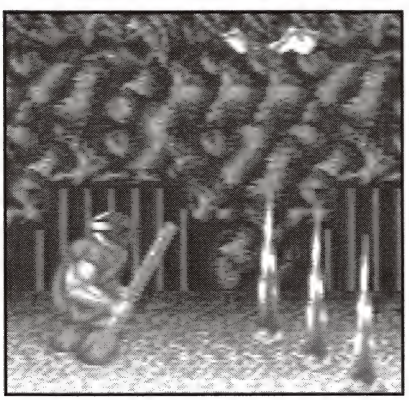
Stage One: The Underground Dungeon

Here come the Zombies! Punch them and pick up the Two-by-Four, and it's splat-city. Now you'll swing through the next wave of Zombies (one will come from behind you) leaving nothing but ooze in your wake. Just after the first bump on the floor is a Chained Corpse. Let it spit, and wait for the puddle to disappear. Then quickly run past the Corpse.



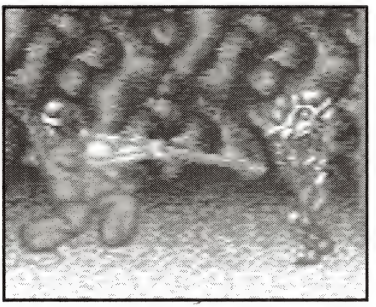
A demonstration of proper splat technique. Home Run!

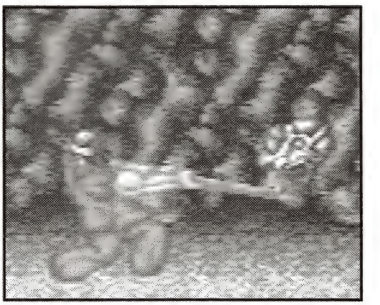
There's another Corpse after the first. Pass him and then watch out for the spikes! They'll come out of the floor and sink back into it again—but only for a moment. Use the moment to run past them. Bats will attack you after the first spikes; use that hunk of wood to do some good! You'll come to the second set of spikes quickly.



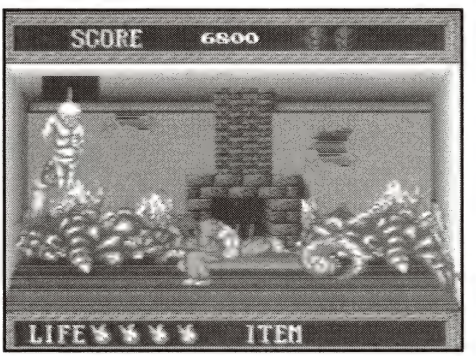
In between the second and third spikes, you'll be attacked by two Bats and Zombie. Swing at the first Bat and Zombie, then kick the low-flying Bat. Timing is everything with this series of moves. You'll be past the spikes now. When you're walking over the bump, Zombies will attack. You're too high to hit them with your weapon so kick them instead.

Large-headed Demons! Swing at them and off come their heads! You may want to move backwards slightly to hit the head as it comes at you. Defeat the two Demons and climb up the ladder. Sorry. You'll have to drop your Weapon. Rick didn't make the rules here in the mansion.

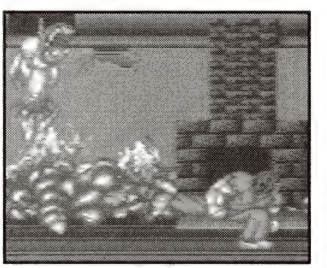




What are all those things? Don't look around to find out. Duck down in the middle of the screen. Huge Worms will jump out of the piles to attack you. If you're ducking, you can use your rapid-fire kicks to kill them before they get close. Some of them will jump over you, others at you. Be ready to kick in either direction! Another successful strategy is to move to one side and punch the worms as they emerge. The leaping worms are also easy to punch if your timing is good.



When the corpse at the left starts to bulge, move to the right. This final Worm will leap at the middle of the screen, hitting you if you're there. Kill it and you're out of the Dungeon! Do you wonder what's next? Get ready for...

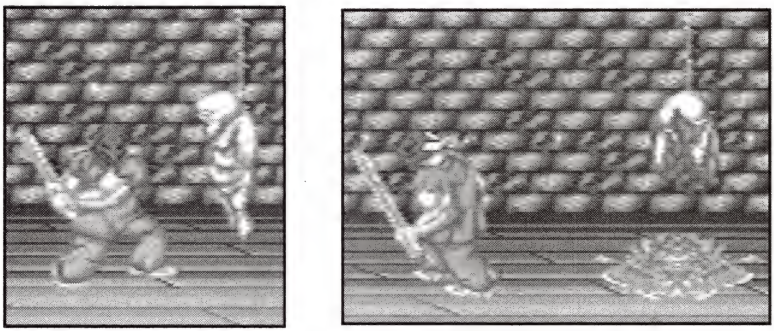


As the Worm Turns.

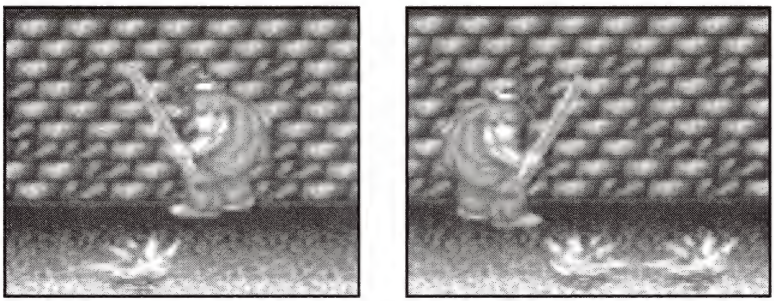
Stage Two: The Sewage Canal

There's another Two-by-Four just after the entrance to this Stage. Take it! There are more Chained Corpses, too; time your run past their slime. You'll see a Wrench soon, but don't pick it up; the Weapon you have now is much better.

Hanging Corpses will be dropping from the ceiling; swing quickly to hit them before they start to rise again. Jump into the hole with the ladder leading down. Splash!

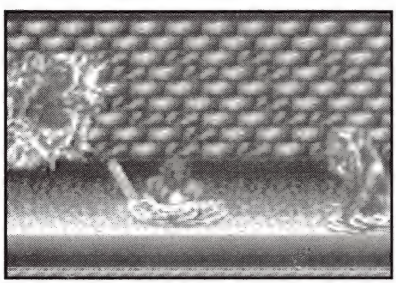


How to handle a Hanging Corpse. Yuck!



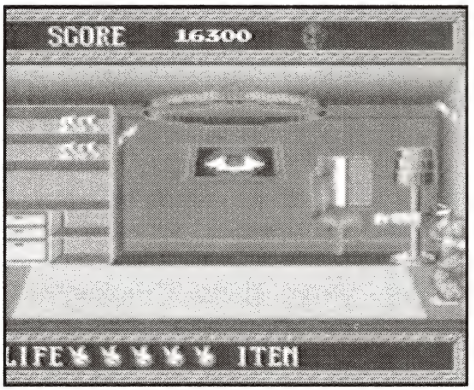
Here's a trick to getting by the Mines. When one comes from behind you, quickly turn and jump it, then turn around again and be ready to jump the next one coming immediately from the front.

Pick up the Two-by-Four again. You can use it down here—and you'll need it! Your attackers are Sludge Monsters; one hit with the plank will kill them. Then the Mines show up!

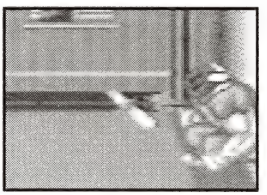


You have to jump these things—they can't be hit. One of them will come from the left! After you pass them, the Sludge Monsters will return again. A few of them and a few more Mines later, you'll reach another ladder. You may be thinking about home by now.

Whoa! The spirits are restless! In fact the mansion itself is restless! Run to the far right of the screen and face left. Keep punching to deflect the candles dropping off the ceiling. Then



the Chair will come to life! Let it bounce at you and get ready to punch it. Hope your fists have insurance. You'll sometimes have to jump to punch at just the right moment. Destroy the Chair and it's the Knives' turn.

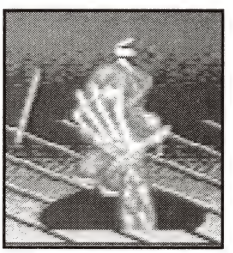


To destroy the Knives, be ready to punch high or low as it flies at you. If you can't get the proper distance, be ready to duck or jump! If a Knife comes at you low kick it. Your timng must be precise here. You'll need to destroy three Knives, and that should about take care of the deadly weapons in the room. Or does it? Look out for that picture on the wall. No problem, though. After Chairs and Knives, Pictures are a piece of cake!

Stage Three: The Forest Ambush

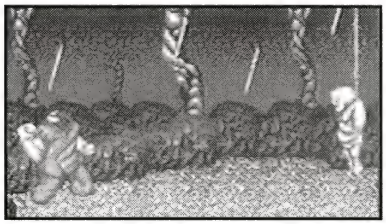
Punch the first Zombie and duck to grab the Shotgun—then turn around and kick or shoot the Demon Dog! Don't waste your shots, though. Catch the dog in mid-leap to do real damage. A few Zombies will approach—you can blast them with the Gun or kick them to save ammunition.

You'll come to a bridge with small circles moving back and forth on it. Don't land on the circles or a huge hand will drag you underground! If you do end up down here, the Mines will be back. The Sludge Monsters will also be back; go underwater and kick them! After several of them, you'll be able to climb the ladder at the end of the bridge.

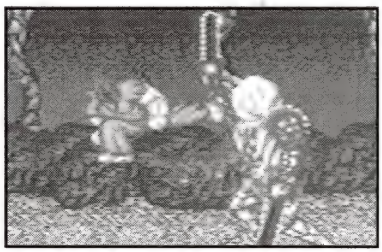


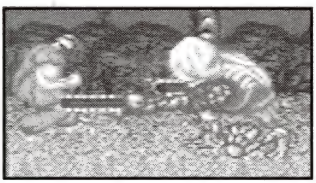
Gotcha!

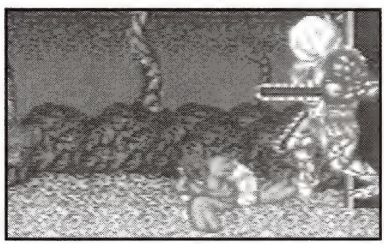
There's a Stone here; pick it up and throw it at the Hanging Zombie before he



spits at you! This Hanger has some range, so look out! Don't use the Stone on the regular Zombies. There's another Hanger (and another Stone), and then another Shotgun for you to pick up.



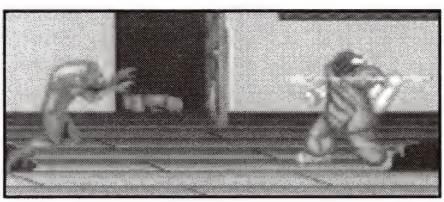


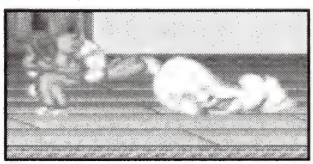


The Boss is here, and he's a pretty sharp guy. In fact he's armed with some very sharp chainsaws! Plug him with the Shotgun until you run out of bullets, then get close to him and use your kick to damage him. He'll take a lot of these before he dies. Finally, he'll disintegrate slowly before your eyes!

Stage Four: The Forbidden Room

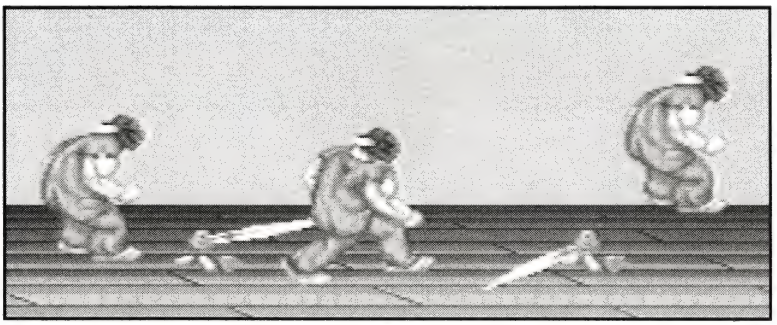
Grab Spears off the wall to throw at the jumping Zombies. Don't fall into the holes or you'll have to fight off more Worms like the ones at the end of Stage One.





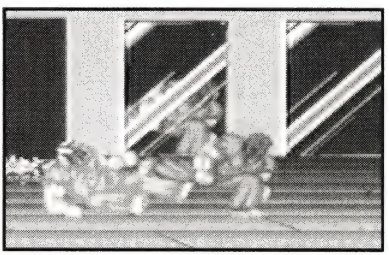
Get some slug bait!

A truly revolting Crawling Slug will attack; kick it twice to destroy it! But watch your back because Zombies come out of the door, and they're not on a lunch break unless you're lunch! A short time later, you'll reach a spinning razor blade. Get close to it and jump it as the blade starts spinning around at you. Then run past it so it won't catch you coming around again.



A Bat will attack you in between the first and second blade. There are actually two blades next to each other, but you can't see the second one until you've already jumped the first. You may have to jump past the first one and then over the blades of the second one before you can see it. Walk through the door.

It's a Hall of Mirrors! But is that all? Not likely... It's bad luck to break a mirror, but your reflection isn't worried. Use your kicks to hold him at bay; you might even try a Slide Kick. You'll need to beat three of these evil clones before you leave the Hall.



That spinning creature is the Boss of this area! Keep walking to the right, dodging the heads that fly off to attack you. You can't seem to catch up, but you'll find the Golden Cleaver on the ground. You'll need that! Keep walking to the right, and very soon the screen will stop moving. Now's your chance to attack!

The head in the middle is the one to attack; get close to it and slice through the heads surrounding it. These heads will regenerate after awhile, so strike quickly. You'll need to kick some of the heads attacking you; do it quickly and concentrate on the attack again. The main head will eventually succumb to your persistence!

Stage Five: The Rendezvous

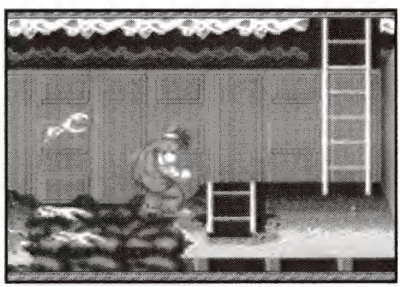
An attacking Chair guards the Two-by-Four on the ground. Remember to jump and punch it away so you can safely grab the Weapon. With stick in hand, you can easily bat away the other Chairs and walk through the door to the next area.

Be ready for some quick leaping. This next section requires very good timing because you can't stand still for long to get your bearings or time your leaps.

To begin with, jump those Crawling Hands; you'll slide off the wooden ledges if you stand on them too long, so make it quick. One of the Hands will bounce up to attack you; time your leap so you pass over it when it's on the ground.

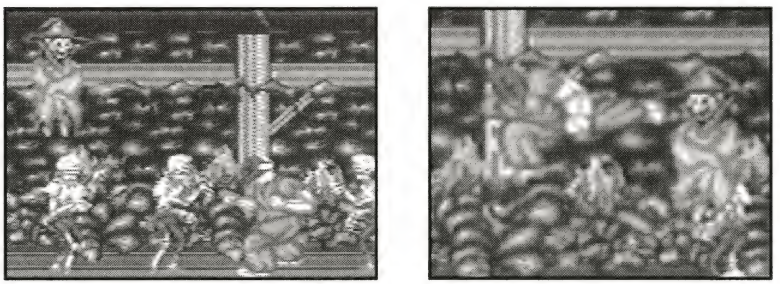
A Large-headed Demon will attack in between the next set of Hands; you won't have a weapon, so kick him, and then leap to punch his head. Then you get to leap another set of Hands; two of the hands will be jumping up this time. Pass them and beat the next Large-headed Demons.

There are two ladders after the final group of Hands; one leads down, the other up. Try to jump the downward-leading ladder. If you fall down the hole anyway, you'll have to pass some Mines and Sludge Monsters, then fall down another hole.



A bunch of Zombies will attack, led by a Ghost who brings the Zombies back to life every time he opens his arms! Chase the Ghost around and jump to attack him. Keep up a relentless attack and you won't leave the Ghost time to do his resurrection trick on the Zombies. Finally, you'll destroy him and the

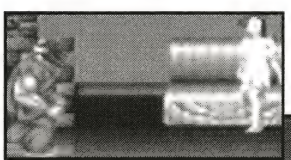
Zombies will get a well-deserved rest—permanently. At the end of this corridor is a hole going down and a ladder up; jump the hole or you're really in trouble! Climb the ladder.



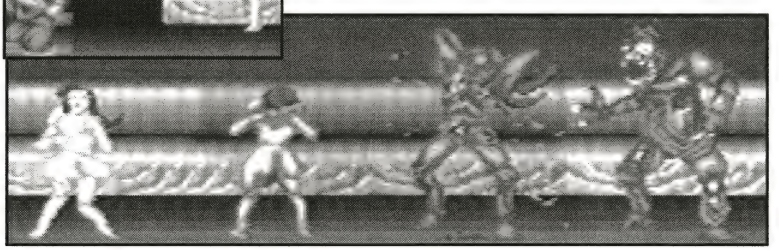
Get the Zombie Leader.

You'll have to walk past a mound of Worms. Stay at the right side of the screen; this forces the Worms either to jump over you (punch them before they land) or to land where you can kick them. Keep this up until you reach the door.

Jennifer?



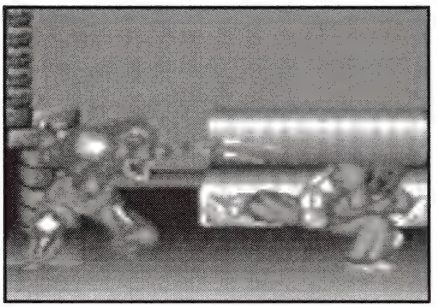
Oops! More Zombies. And they're guarding something—but what? It's Jennifer! Are you glad to see her... but wait! Why's she screaming? Because it's not really Jennifer—it's another

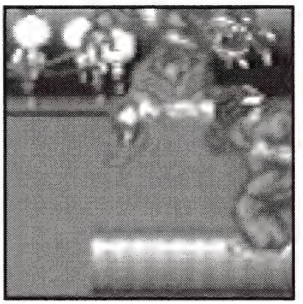


Not Jennifer!!!!

monster! Attack the impostor by jumping at it and kicking it. Stay at the right side of the screen and let it leap at you. Jump up and knock it away with your fist. Use your slide jumps to get under its claws. In fact, use all your skills.

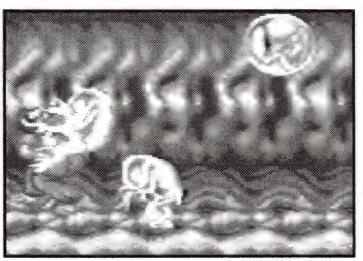
If it jumps closer to you but not over you, leap at it quickly and punch. This Boss is very tough—but you can do it!

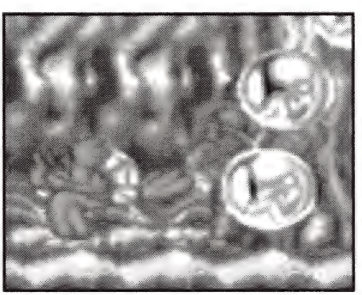


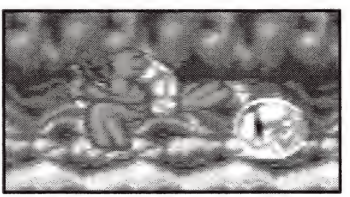


Stage Six: The Womb

The Newborn Monsters are really revolting! They pop from the walls of this cavern, hatching as they hit the ground. You'll need to use jumping and ducking punches and kicks to destroy them all. Stay slightly to the right side of the screen to stay closer to the hatching babies.





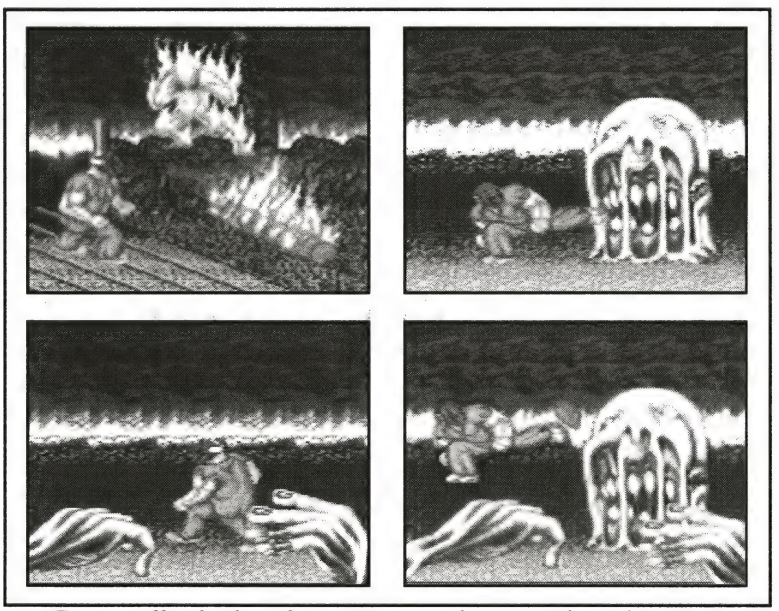


Fight your way through the babies and you'll reach a wall that's beating like a heart! Attack the wall rapidly with punches and kicks. You'll have to continue destroying the babies, which keep coming constantly. Don't worry. The wall isn't going anywhere! Smash the beating wall until it starts to explode. Now the final battle is near!

Stage Seven: The Finale

Dodging through the Fire Demons and Fire Logs is very tough. Keep your jumps controlled and smooth. When the Demons start to attack, let them hop over you. You can (and must) get quite close to them. You'll even need to move to the left very briefly for a few of the jumps.

Pass this ritual of fire and you'll reach a tombstone. Your Mask will shoot a ball of power at the tombstone, and the Master Creature will emerge from it! Get close to the Master and kick away. Watch out for the stones falling from the sky. When he sinks back into the ground, huge arms will try to grab you from the sides of the screen. Dodge them!



Eventually the hands start to attack even when the Master is above the ground. You'll have to leap them and keep attacking at the same time. Kick the Master until the ground starts to shake. You'll have to experience the rest of the game for yourself.

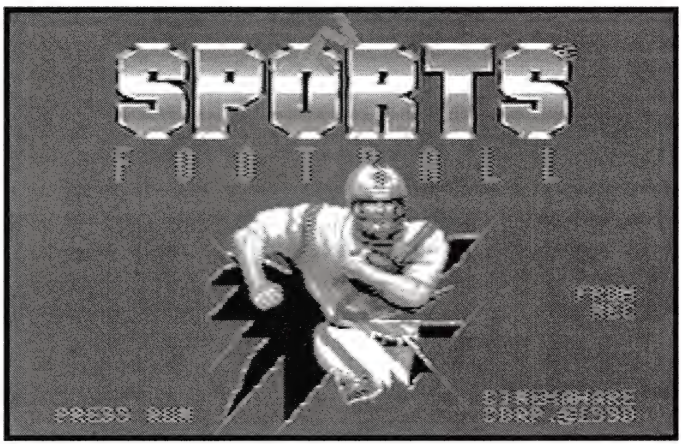
SHH... THE SECRETS

How can I skip levels? Yes, there is a way to select the level you want. At the title screen, press Run, then Select 3 times, then L and Button I.

CHAPTER 16

TV Sports Football

Distributor: NEC
Game Type: Sports



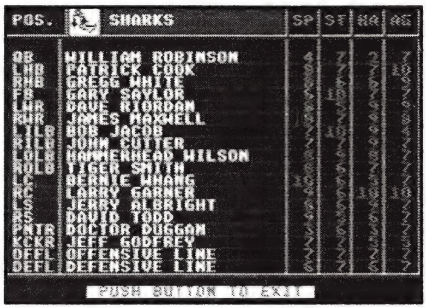
Because TV Sports Football is a sports game, we'll dispense with our usual chapter format and pull an end sweep around the pre-game show right to the coin toss. For more info, check the official pre-game warm-up book (the manual).

IN THE LOCKER ROOM: SCOUTING THE TEAMS

Before you hit the gridiron, you'd better know who you're hitting. Each of the eight teams in the League has its own strengths and weaknesses, both offensively and defensively. Our scouting report tells the whole story.

Sharks

Offense: If you're looking for a vicious, All-Pro offense, look no more. The Sharks have a beefy offensive line and an excellent passing game, well-suited to the Shotgun and Pro-Set formations. They're fishes out of water when it comes to the run, however.

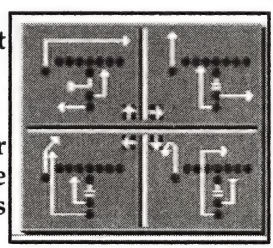


Defense: Not bad. The linebackers are small and quick, making the D good for blitzes and pass defense. With their small size, they lose some tackling strength.
Kicking: The little guys are excellent at field goals, and good at punting.

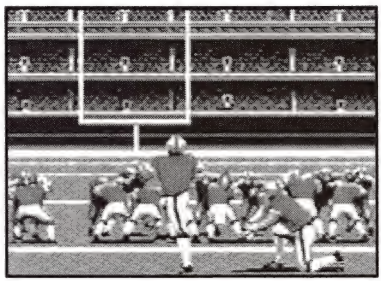
Rhinos
Offense: Their running game is superb. The offensive line is bulky, and all the backfield players can fly, including the quarterback. Poor passers, the Rhinos use the I and Pro-Set.
Defense: Not only do they like to run, but they're good at stuffing other runners. Pass defense is quick, but their poor hands let a lot of passes get by.
Kicking: Rhinos have short legs, so it's no surprise that their kicking is only average, both for field goals and punting.

Buzzards
Offense: Boring. All of the offensive players are average, except for one wide receiver.
Defense: The Buzzards are vultures on defense! They're very strong and quick. The linebackers are strong, while the cornerbacks and safeties are good.
Kicking: Average field goal kicker; good punter.

Hounds
Offense: Throw these dogs some bones. The owner of this kennel obviously didn't pay enough for a good offense, because every player is average or below average.
Defense: In the doghouse. They're not fast enough to blitz, not strong enough to prevent the run, or good enough to avoid being blown out. The 4-3 formation is best for them, just to keep the passing under control.
Kicking: You know this already, don't you? Fair to poor.



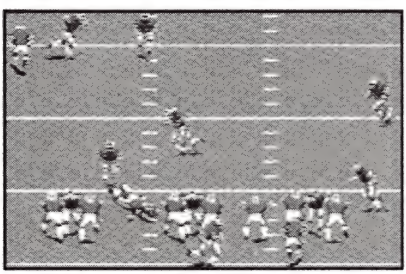
Thunderbolts
Offense: A well-balanced offense. Their running game and passing game are both very good, so all the formations work well.



Defense: Very good against the run and the pass, but superior against the pass. Their strong linebackers take up the slack on runs.
Kicking: The field goal kicker is OK, but the punting doesn't flash with brilliance.

Tidal Wave
Offense: These guys swamp their opponents with points. The passing game is tremendous, and the runners are the best around.
Defense: The D isn't as swell as the offense. They're very weak against the run, with a wimpy defensive line and linebackers. If you're coaching them, don't call the 6-1 defense unless you enjoy giving up touchdowns.
Kicking: A strong kicker, but a weak punter.

Inferno
Offense: The speedy QB has to put up with ten slow teammates. and a weak offensive line. Let him scramble from the Pro Set.
Defense: Blazing strength means that the Inferno stops a lot of otherwise unstoppable players. The passing D is excellent, and the defensive line is the strongest in the League.
Kicking: Only fair at the FG, but good at the P.



Blizzards
Offense: This team is average, except for one running back. The I and Pro-Set are best bets. Receivers are especially weak.
Defense: The linebackers stand out, but the rest of the defense seems frozen in place. Blitzing leaves a weak backfield. Man-to-man coverage exposes a weak defensive line! What's a coach to do?
Kicking: Nothing particulary cool about these kickers.

ON THE ASTROTURF: FOOTBALL NOTES

Here are some inside tips from our scouts:

Offense
The chance of a pass being caught depends on the Hands rating of the receiver and his defender. Knock-downs are affected by

the number of offensive and defensive players in the area of the pass. Try not to pass into traffic!

A fumble will happen when a player with weak Hands is tackled by a player with high Strength.

You can let the computer kick the ball, but its kicks will be weaker and not as accurate. It's best to let the computer do the extra point kicking, while you take the field goals.

Defense

When you go for a diving tackle, you have twice the chance of causing a fumble. You also double the possibility of missing the tackle entirely!

If you assign a linebacker to blitz, he'll run the shortest possible path to the QB. If you assign man-to-man, he'll stay between his assigned man and the QB.

You can only call the Goal Line Stand defense (under Special) when your opponent is within your own 10-yard-line.

THE ZEBRA WITH THE WHISTLE: PENALTIES

Intentional Grounding is called when an attempted pass lands more than 15 yards away from any offensive player. There will be times when you need to get rid of the ball to avoid a sack, but throw it out of bounds instead of throwing it away to avoid the penalty. Penalty: 10 yards and loss of down.

Holding is called when the offense takes too long to cross the line of scrimmage with the ball. A stronger offensive line can wait longer before being called for holding. Avoiding this call is obvious; don't take too long to run your plays! Penalty: 10 yards.

Encroachment is called when a defensive player hits an offensive player before the play starts. Note that this does not apply to certain areas of the offensive line; you can move your linebackers to fill holes in the defensive line. Penalty: 10 yards.

Offsides is called when a defensive player is across the line of scrimmage when the ball is snapped. If you cross the line before a play starts, run back across the scrimmage and you might not get slapped with the penalty. Penalty: 10 yards.

You may have noticed that there is no Pass Interference. So hit the wide receivers as much as you can on defense! You can often stop a WR at the scrimmage line, never giving him a chance to move. On offense, this means that you'll often have defensive players literally jumping all over you for the ball. Get used to it.

THE SUPPLEMENTAL DRAFT: SECRET TIPS

Normally, you can only access the Password screen from the Main Menu, to continue a season. There's another way to access it, though. Select an Exhibition game. On the team selection screen, press Select and Button II at the same time and the Password screen will come up.

These first two passwords are boring. They only change the length of the quarters in the game.

FIVEMINUTES will set the game to five-minute quarters.
TENMINUTES will set the game to ten-minute quarters.

Try these passwords for more interesting effects. Note that they will only affect the team you select directly after you exit the Password screen by selecting END.

SUPERHANDS gives all the players a Hands rating of 15.
SUPERSTRENGTH gives every player 15 for Strength.
SUPERSPEED flashes the team with 15 Speed.
SUPERAGILITY gives every player an Agility of 15.

Finally, try these super-secret passwords for some bizarre and wonderful effects. They're so top secret that they won't even show up on the screen when you enter them.

THECOOKER gives you a fullback who can't be tackled. O.K. Now nobody in his right mind would find any satisfaction from using this cheat to play the game, but it's just so funny to watch the whole opposing team try to tackle this guy that we had to include it. If you try this on your friends, though, they'll probably tackle you!

CORNBREAD is really good when you're practicing and want to stay on offense. It makes the opposing team fumble the ball half the time on running plays (and when recovering fumbles!). This is another one not to use on your friends.

There may be some other special passwords, but our scouts got distracted by some cheerleaders and haven't been heard from since. These are all you should need anyway...

CHAPTER 25

A PARENTS' GUIDE TO VIDEO GAMES

I am a game player. I've played computer and video games actively since the mid-70s. Obviously, I enjoy games.

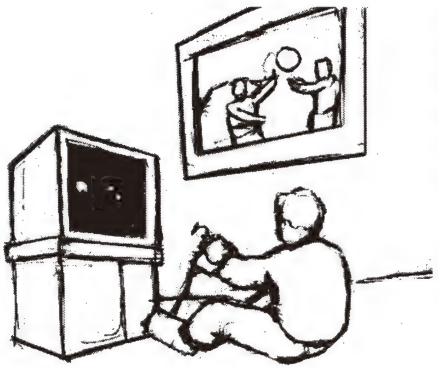
I am also a parent. At the time I write this my stepson, Shan, is 17 and my son, Max, is four and a half years old. Max has played video games since he was two and a half.

What I want to offer in this chapter is a little reassurance for worried parents. People who don't play video games often don't understand what the attraction is or whether the games will encourage negative social behaviors. They also don't know whether their children are addicted to games. It sure seems like it sometimes. Let's address the addiction issue first.

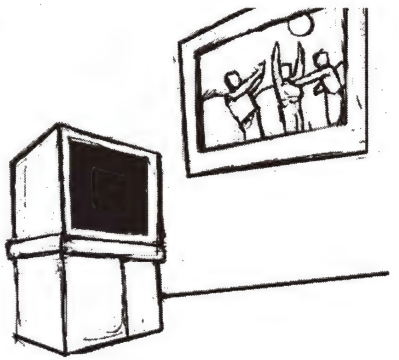
ADDICTION OR WHAT?

The good news is that experts in child behavior and learning have been studying video game playing. The ones who have been most public with their findings to date do not call video game obsession an addictive behavior. Some studies show that what appears to be addiction is really a quest for mastery, and my own experience coincides with that opinion. Once a game is mastered, it is no longer of much interest. In some cases, mastery is beyond the reach of the child. Often this is because they lack some basic knowledge of the strategy necessary for success. That's why a book like this can help. If they've tried everything, they can find some hints and solutions in this book that may allow them to accomplish more than ever before.

But I'm digressing. The point is that the temporary obsession that kids feel about their games is not an addiction. In fact, in most households children begin their association with video games by playing for hours every day. They do seem quite obsessed. Some parents feel considerable alarm at that point.



However, my experience is that these same kids will start to taper off. They'll go back to other activities that give them pleasure if left to their own devices. They'll watch television or read books. They'll participate in sports or other social activities, and they'll generally live a healthy life.



"But," you ask, "what if they keep going and getting new games to the point that they never stop the obsessive behavior?" My answer is to draw from my own experience. My own children (and some of my young game testers) have been able to choose from literally hundreds of games on just about every computer and video game system made. They do like to play the new games when they arrive, and they have certain favorites that they return to from time to time. However, they have cooled off on video games somewhat. They like to do lots of other activities. My 17-year-old plays much less than before, though he sometimes encounters a game that absorbs his attention for a few days. (Since I'm paying him to play games for me to write about in my books, he now sees many of the games as business opportunities.)

We have never restricted my younger son's playing. We never tell him he can play only a certain number of hours a day, or anything like that. You might think he'd be glued to the screen every waking moment, but it isn't true. He does play often—usually for short periods. But he still prefers free play with friends or drawing or just running around outside. There are those days when he seems to want to play video games a lot, but usually he's pretty moderate.

Two of my other good players are very motivated to master the games they play, but one plays in a local championship

soccer team and the other plays baseball and other sports at his school. These are kids who really love video games and spend the time necessary to master them. But they are also normal, bright, active, healthy children.

While researching this chapter, I spoke with Patricia Greenfield, author of *Mind and Media: The Effects of Television, Video Games, and Computers,* and one of the people currently researching the effects of these games on people. She told me her opinion: "Kids will play to master the game. When they finish mastering the game, they will quit. They will be quite intense while mastering the game. If your child couldn't put down a book, would you say he was addicted? No. In fact, my personal experience shows that kids are in much better shape mentally after playing video games than after watching TV. Certain brainwave studies confirm this. "

I also spoke with Peggy Charren, president of Action for Children's Television in Boston. She said, "Our position is that video games are fine if that's not the only thing the child does. They are actually interactive at a time when much of a child's experience is too passive. TV is a passive exercise. Too often parents aren't able to provide interaction—single working parents, for instance. We generally tell parents to relax."

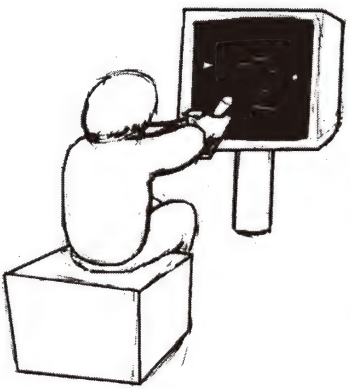
These examples and opinions are not definitive. Each child is an individual, and each family must set its own rules and expectations. However, I think my experience with games and children would indicate that there is nothing inherently dangerous or addicting about video games.

Later in this chapter, I'll offer some ideas about constructive play.

THE ISSUE OF VIOLENCE AND SEXISM

Again, I don't have a lot of research and facts to offer, but my experience would indicate that children who play a lot of video games are not particularly violent. My game players are, in fact, quite non-violent. They have never been involved in fighting at school or any other kind of violent behavior.

Does this mean that children are never affected by the violent content of many games? I don't know. I think the very young children may exhibit some violent behavior since they have a harder time distinguishing between fantasy and reality. For a while, when he was around three years old, my son acted out some of the ninja moves he learned from the games. That



was all right until he kicked a few kids at school. However, all it took to stop that behavior was to talk with him about it. As he has grown older, he seems to see the difference between the fantasy world on the screen and the world he lives in.

Another problem in deciding whether violent games are bad for kids is in isolating the influences on them. Many of them see violence on TV (both in the news and on their own programming), and some see violence in their own homes or school yards. In contrast, the violent content of games is almost always so steeped in fantasy that participating in these games might even discourage violence in real life by offering an outlet in which the child has a measure of control over his or her environment. Most violence in this world is completely beyond our control. It's nice to know that when you've had enough of it, you can simply press a button and turn it off.

I've heard of studies that showed a reduction in body tension among gang members who play video games, indicating that the games may serve as a release. I've found this to be true around my own household. There is often some frustration involved in mastering a game, but that frustration can be channeled into the game and not into the family environment.

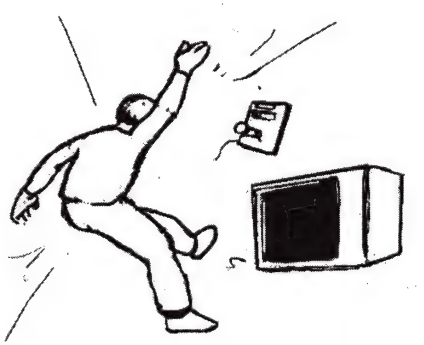
There are many games where violence is not a part of the game, but most games do involve some kind of conflict. Even chess is a modified war game, but I've never heard anyone say it promotes violence. Does Monopoly encourage everyone to become a Donald Trump? Not one game player I've met wants to go into the armed services and be a soldier, but every one of

them has enjoyed simulated war games of one kind or another. There may be subtler effects, and, once again, each child is different, but I don't see that much correlation between violence in video games and violence in real life.

Perhaps my biggest concern with regard to younger players is that they have an appreciation for life. Since many games involve the wholesale destruction of enemy monsters and other characters, it is important that they recognize this destruction as a challenge in a game, but that they don't think destroying real creatures is OK. Again, I haven't seen that to be true, but it wouldn't hurt to discuss the issue with very young players.

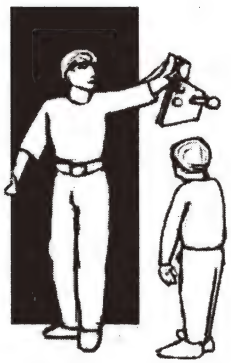
There is concern that girls don't play video games as much as boys. There are some new games coming out that will appeal more to female players, and at least one game developer has asked me to consider developing games that women would enjoy. In my own experience, I've found that women prefer puzzle games over shoot-'em-up action games. However, the problem of the gender gap has not yet been solved, and I don't have any easy answers. On the other hand, the situation hasn't been entirely ignored. I expect lots of research will be done and lots of new approaches tried. Perhaps some will succeed.

FRUSTRATION



Many games are very hard to master. One thing you'll notice (and this varies from player to player) is a certain level of frustration. Some players are very mild about their frustration. As an example, one of the best-known video game players in the country, Donn Nauert, rarely gets flustered. If he encounters a situation where he has a lot of problems, his usual response is to mutter a mild "OK," and then he tries again. Perhaps that's why he's one of the best.

In contrast, you may see your own kids yelling, crying, or even throwing the controller on the floor. Remind them that it's only a game. They won't appear to listen, but if you keep telling them, they'll hear you. If the frustration gets too acute, tell them to take a break and come back to it.



I don't tolerate any kind of violence. When my young son threw the controller across the room once, he was barred from the games for several days. He learned very quickly that such action wasn't tolerated, and he stopped acting out that way. He still gets frustrated, but he controls his violence. I also get frustrated when I play some games, so I understand his feelings and can sympathize with him. On the other hand, I don't let him keep playing if the frustration appears to get too acute. It is clear that my son is learning to control his emotions by dealing with these frustrations. It's early to tell if that control will carry over to his "real" life, but I think it will.

In time, most players will give up on a game that's too hard and move on to something easier. However, they may return to the hard games a month or more later and suddenly find success where there was only frustration before.

WHAT DO CHILDREN LEARN FROM VIDEO GAMES?

It is clear to me that children learn a lot from video games. Obviously they learn a certain kind of motor skill. Their eye-hand coordination is often very well developed, and anyone who has watched their split-second reactions and carefully timed leaps must appreciate this skill.

Game players develop other skills that aren't so obvious. For one thing, there's a great amount of visual information being displayed in a typical video game. Processing all this information stimulates a different kind of thinking. In her book, Ms. Greenfield calls it "parallel processing" (not to be confused with computer technology of the same name). In contrast to serial processing, parallel processing allows one to track and understand several elements at the same time. In the case of video games, players may typically be aware of two, three, or even twenty different objects on the screen at once. They learn from experience and practice how to deal with this diversity.

Many games appear to be impossible at first. Part of the reward of such games is figuring out how to beat them. It's a challenge just like a crossword puzzle or landing a big business

deal. However, the process of learning itself is a skill. As Greenfield states, "Part of the excitement of the games surely must lie in this process of transforming randomness into order through induction."

People who play games are learning to use their minds as well as their eyes and fingers. There's a lot of strategy and cleverness needed to be successful. Even the very young players exhibit this inductive reasoning without being consciously aware of it. At two and a half years old, my son was showing me his strategies for playing certain games, and now, at four and a half, he can play sophisticated logic puzzle games (like the Adventure of Lolo on the Nintendo Entertainment System) in which hand-eye coordination is not a prerequisite. Instead, he needs to plan and then execute a series of puzzle moves.

While players of action games must develop strategies to play successfully, they often do so quite unconsciously unless required to explain what they are doing to someone else. As a suggestion, instead of staying completely away from the games, ask your kids to tell you how they "pass" these games. They might surprise you (and even themselves) with the depth of their thinking in some cases.

Fantasy and adventure games are becoming more and more popular all the time. These games are more obviously thinking games. Although the action is implied in the game, there is little hand-eye coordination in them. Instead, players must solve puzzles to succeed. In addition, in the role-playing games, they must maintain their characters. That means making sure they have food and other necessities as well as proper attire (armor and weapons usually, though sometimes there are special items they must use in special circumstances). In addition, these characters must grow, becoming more competent in their world and more powerful. Role-playing games are very popular in Japan, and are beginning to catch on here in the U.S., where they have enjoyed a small but dedicated following for years.

In my opinion, these games teach not only puzzle solving and logic, but a certain level of responsibility. Role-playing games can take many hours to play all the way through. If gamers are careless or irresponsible with their characters, they can lose the results of many hours' work. Role-players learn quickly to show some responsibility for their characters (who are, after all, extensions of the players themselves).

In an expert opinion written for the Tel Aviv Supreme Court in Israel, Ms. Greenfield cites some additional studies. These studies indicate that the same skills learned and used by video

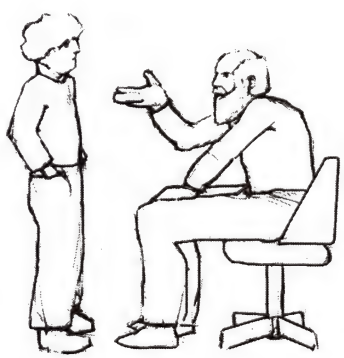
game players have a high correlation to the skills needed by such professionals as engineers, architects, air traffic controllers, pilots, and many more. Other studies show that the kinds of visual/spatial skills developed in video games also helps in all other areas of computer work.

A corollary benefit of video games is that children who grow up with them tend to be much less intimidated by computers. In fact, they think of computers as more sophisticated video game machines and have no fear or apprehension of them. When they need to use computers, they will do so with little or no resistance. These same video game players also find themselves right at home with modern gadgets. Most kids can program the VCR or set up the stereo better than their parents can. How important these skills are in the world of the future remains to be seen, but many people believe that today's video game players will be tomorrow's explorers and space travelers and that the skills they learn today will make them uniquely suited for the world of the future.

Ms. Greenfield recommends that we view literacy in new terms. In addition to the literacy of reading and writing, we should recognize the new language of visual cognition that has become so much a part of our fast-paced world. She recommends a multi-media approach to education in which more than one kind of teaching is used. She also recommends that reading be taught early, before school, so children can grow up seeing reading as a pleasurable experience. Her suggestions make sense to me, and as much as I like electronic gaming, I would be sad to see reading become a lost skill.

HOW TO LIVE WITH VIDEO GAMES

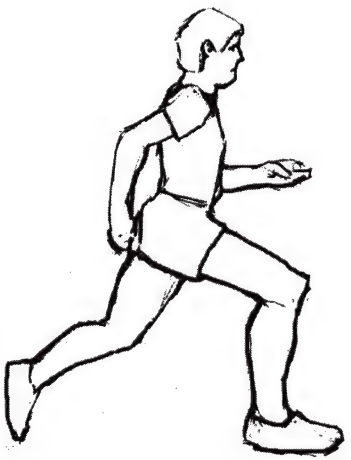
Here are some home-grown guidelines and suggestions on how to coexist with your video game machine.



Communicate. Tell your children just what is expected of them. Make it clear that the homework must be done, the grades kept up, and the lawn mowed (or whatever they do around the house). Make sure

they know that playing games is OK, but it is a privilege that can be revoked if they don't keep a sense of responsibility about their lives.

Encourage Other Activities—Especially Exercise. You want your kids to engage in physical activity and not sit with their eyeballs glassily staring at the screen for hours on end. That goes without saying. But how do you motivate them to abandon the quest and do something else?



In most cases, you won't have to do anything. Kids naturally need to expend their physical energy and they're great at finding ways to do it. On the other hand, if you can encourage your children to participate in sports activities, or provide them with situations in which they'll get healthy exercise, it will help. You might also remind these kids that the healthier they are physically, the better they'll play video games. Bad health makes bad players. If they want to rack up their highest scores ever, have them get in really good shape. Their hands will move faster and their eyes will see better.

Greenfield also cites studies that show a reduced usage of drugs among kids who play games. The studies show that kids can't do well when they are "high." My own thought is that they also don't need the escape of drugs since the games can serve a similar purpose without the obvious health, legal, and social tragedies associated with drug use.

Use the Desire for Games as a Motivator. Most kids who play games are never satisfied. They'll master one game, but already be wanting to buy another. But, as I'm sure you know already, games cost money. The kids know that these video cartridges are expensive. Use their desire for more games to motivate them to earn money or at least to do extra chores around the house. However you organize it, you can use the desire for games as a motivating force for better behavior.

Get Involved. Green-eyed monsters or machine gun-toting muscle-bound soldiers are probably not your idea of entertainment, but you can share a lot with your kids if you ask some questions. Try to see beyond the subject matter. Realize that those same monsters and soldiers could be cubes and triangles and the game play would be essentially the same. It's the challenge and the action that attracts the kids. So ask them how they play the games and how they succeed. The kids will think you're cool for being interested, and, who knows, you might even learn something.

THE FUTURE

There is more research to be done, and, like anything else, it is clear that video games can be abused or over-used. At the same time, it seems equally clear that today's games offer special preparation for the future. I hope the suggestions and insights in this chapter will help you be more at ease with what is obviously a new kind of entertainment medium. Since electronic gaming doesn't appear to be just a fad, we may as well get the most out of it, use common sense in dealing with it, and find what positive effects we can.

A lot of work is being done on what is called *virtual reality*. Virtual reality simulators seem to place the participant inside the simulation. Current VR technology has people wearing special helmets in which they move through a fully rendered three-dimensional world created entirely electronically. Using special gloves and treadmills, they seem to be walking through the world and manipulating objects in it.

Although current VR research is at its early stages, the future may bring us very compelling VR simulations ranging from your driver's test to aircraft simulation, from a fully realistic mock surgery lesson to a walk through your prospective home. Future games will be as real as technology can make them, and there's no telling what powerful learning and growing they will let us do.

One of the most encouraging aspects of games is the emergence of truly educational games that contain the same attractions as ordinary games. These games will teach children about financial planning, ecology and conservation, city planning, music, reading, math, logic, and much more. We're only at the beginning of the information age, and many believe that games will be one of the most powerful and positive forces

to influence future generations. Some people have even postulated that future wars would simply be played on video screens instead of battlefields. Whatever the far future holds, the near future will certainly produce new ideas and new opportunities.

Mind and Media: The Effects of Television, Video Games, and Computers *by Patricia Greenfield is available from Harvard University Press, 79 Garden Street, Cambridge, MA 02138. Telephone (617) 495-2480 or (617) 495-2577. $14.50 in cloth or $5.95 in paperback.*

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